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EDITORIAL

6

Pictures of horrendous car smashes! Dogs playing Gameboys! Fish reading MEAN MACHINES! Jazza's shortest message yet! All this and more at the turn of a page!

US NEWS SPECTACULAR

10

The hottest, tastiest, sexiest, throbbyest, raunchiest hot potato of a news section we've ever printed. Tons of amazing new Nintendo, Megadrive, Game Gear and Gameboy games were launched in America, and we've got news, pics and lists revealing the lot. Ooyah!

MEAN YOB

20

More japes. More merriment. More insults. YOB checks out your letters and answers the best ones in his own caring and sensitive fashion.

Q+A

26

Jazza's dons his spectacular special answering trousers and proves that when it comes to replying to console-related questions, he's no wondering banana.

TIPS

30

Alongside an amazing Star Control player's guide, there's a utterly fab selection of the hottest, newest, cheekiest hints and tips around!

TIPS HELPLINE

40

Jazza supplies the gaming vaseline as he comes to the rescue of players who've got themselves stuck and can't get any further. Plus there's the Megaplayers, always on hand to offer advice.

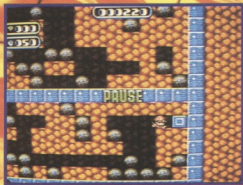
THE HOTLINES

52

Some stonkingly stupendous prizes could be no more than phone call away - a Super Famicom, a Megadrive and loads of software are just some of the goodies on offer.

CONT

MEAN MACHINES



▲ Rock 'n' roll with Nintendo Boulder Dash, Full review on



▲ Psycho Fox - or is it Psycho Tiger? A Master System Classic reviewed on page 76.

REVIEW

MEGADRIVE

ICE HOCKEY
688 ATTACK SUB
ALIEN STORM

18
48
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NINTENDO

BOULDER DASH
SHADOWGATE
KABUKI

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REVIEWED

MASTER SYSTEM

PSYCHO FOX
SPIDERMAN

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80

GAME BOY

HUNT FOR RED OCTOBER 62
SNOW BROS 67

RATING SYSTEM

55

Whether you're a new reader or a completely thick git, this handy space-filling section will help you suss out how MEAN MACHINES reviews and rates games.

MEGAMART 91

There's loads of old crap and more besides being flogged on these veritable bring 'n' buy jumble sale pages. Can you find a bargain amongst the dross? Check it out and see...

YOB'S GOSSIP 105

Strange people reading MEAN MACHINES! Paul Gancey in sad, shambolic gamesplaying sensation! And shock news about the amazing £19.99 console sell-off

NEXT MONTH 106

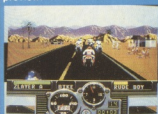
Nice to handle, nice to hold, but there's no information that you'll be told.

KICK OFF 58

The finest 16-bit computer football game ever is being converted to the Master System. Can the programmers do it? We give you an early look...

ROAD RASH 100

High-speed action! Motorbikes! Violence! EA's new road racing game looks every bit the winner. Check out our exclusive preview!



TOP GUN II 102

The sequel to the top-selling Nintendo game-of-the-film boasts improved graphics, new missions and an even greater challenge. And it's another MEAN MACHINES exclusive!

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Geems, Barry Bristol, William
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Malons for getting everything off
their chests.
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COMPETITION RULES

Tis ordained that noneuch EMAP employees
nor their immediate relations shall enter any
competitions contained within these pages. Nor
can Dwayne "Shmois-for-bains" Minton and his
family. This is because we're currently
persecuting them and suing their asses for
reproducing MEAN MACHINES in a sick and
perverted way. Jazza's decision is always final,
and no correspondence shall be entered into, so
don't I think about it.

JAZZA'S FINAL BIT

If you've got any glass bottles lying around,
reuse them in the bottle bank. Don't leave the tap
running when you're brushing your teeth, it
wastes water. Recycle whenever possible. Don't
leave electric appliances on all the time if they
can possibly be turned off. Tell your Dad to use
unleaded petrol. Think about the environment.

EDITORIAL

QUICK HELLO

There are so many animal and crash pics this month,
that there's no room for me to say anything. Great, eh?

CRASH BANG WALLOP

We asked you for pictures of smashed-up vehicles,
and we got a veritable scrap-yard. Check out some of
these wrecks, and have a laugh!

John "keep death off the roads - drive in the hedge"
Tapper from Garway in Herefordshire sent us pictures
of his lovely Toyota Supra. Well, ex-lovely. You see, it
was molested by a gang of manhole covers as he
tried to drive over them at high speed. Ah well!

What happens when you drive a VW Beetle (with
no lights on) into a brand new Granada? Well, Steven
Hawksworth of Halifax, W Yorks found out recently

when just that happened to his Dad's spanking new
marque! Now it looks like a giant red banana.

Dozing off at the wheel of a car and then running
into a gatepost is the theme of the pic sent in by Pete
Fox of Malton N Yorks. His Dad's snoozy spang must
have given him quite a rude awakening.

What goes ner-ner, ner-ner, ner-ner, bang! This
police car, sent in by a mystery reader. Cheers for the
pic, whoever you are!

And now onto a little story...

"Take the bins out, love" said Mrs Taylor to Mr
Taylor.

"Ok" said Mr Taylor, "but I'd better move your new
car a few feet, because I don't want to scratch it."
"Vroom, vroom", went the car as it was put into
reverse.

"Eeeee-yaaaaa", said Mr Taylor, as his foot got
stuck on the accelerator.

"Crash", went the car as it sped backwards into a
tree at high speed.

Thanks to Robert Taylor of North Harrow for
supplying us with the pics, the story and the laughs.

Finally, Matthew Lomax of Stoke-on-Trent sent us
a pic of his Dad's "scratched" car. It's a Fiesta, if you
couldn't quite work it out!

If you've got any more car crash pictures, send
them in to: EEEEEEOOOOOWWWWWWWW
SCCRREEEEEEEEEEEE BANG, MEAN MACHINES,
PRIORY COURT, 30-32 FARRINGTON LANE,
LONDON, EC1R 3AU. We'll print all the pictures we
get - the only rule is that no-one must have been badly
injured in the accident.



PET TALENT BEYOND BELIEF

Here are three incredible gamesplaying animals,
singled out for special attention!

Lassie Lewsey of Northolt wrote in with a picture
of herself playing with her Gameboy after she put her
pet human, Kevin, to bed! Dana is a Great Dane, and
is also a Gameboy player. He's hoping that his pet
human, Ryan Krum of Chichester will one day take
him to Northolt so he can challenge Lassie to a
two-player game of Tetris!

Finally, we have Phoebe, who entered the John
Madden's challenge only to find her entry arrived a
day too late! Her pet human, Toby Aldridge of London
NW3, says that the postman had better watch out
from now on...



MORE ANIMAL ANTICS

A fishy tale indeed! Matthew Lomax of Stoke-on-Trent says his fish likes to read **MEAN MACHINES**. And why not? Meanwhile, over in Manchester, Mark Sanders has discovered a new breed of cat! It's half feline, and half Sky satellite dish.

Ben Crossley, also of Manchester, owns a dog who's going bald. However, the sensible pooch now



wears a wig to cover up his slappy pate - you could never tell, could you?

Another Ben, this time Ben Leeves of Ruislip Manor is currently trying to persuade his cool Irish Setter, Tally, to let him read his collection of **MEAN MACHINES** magazines. However, the clever dog keeps telling him to buy his own.

If you've got talented pets, keep the pics rolling in. Send 'em to: **ANIMAL ANTICS AHOY, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGTON LANE, LONDON, EC1R 3AU.**



JULIAN "JAZZ" RIGNALL

When it comes to food, Jazza is a plebeian. Shepherd's pie and beans are tops in his book, as are steak, mushy peas and chips 'n' gravy, pot noodles, spicy beanburgers, Brannigan's mustard and roast beef crisps, wagon wheels, frosties, coco pops... and virtually anything else. But never give him raw tomatoes or sushi or he'll throw up on the carpet.

CURRENT FAVE GAMES: STAR CONTROL, ICE HOCKEY, HUNT FOR RED OCTOBER



RICHARD "TELEPHONIC TREATS" LEADBETTER
Cherry drops, beef Chow Mein, wine gums, salt 'n' vinegar chipsticks and his Mum's fine sarnies (all wrapped up in a lovely tupperware lunch box) are Richard's favourites. However, put cabbage, baby sweetcorn, pot noodles and cauliflower on a plate in front of him and he'll turn orange and throw it at the wall.

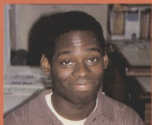
CURRENT FAVE GAMES: HUNT FOR RED OCTOBER, ICE HOCKEY, STAR CONTROL



OZ "WEIRD AND WONDERFUL" BROWNE

When it comes to favourite fodder, Oz's palate is well and truly tickled by macaroni cheese, chicken tikka, chicken bryani, crispy duck, McDonalds. His most unfavourite food is the chocolate mousse that he used to have with his school dinners. It must have been pretty bad...

CURRENT FAVE GAMES: THUNDERFORCE III, THUNDERFORCE II, SHADOW DANCER

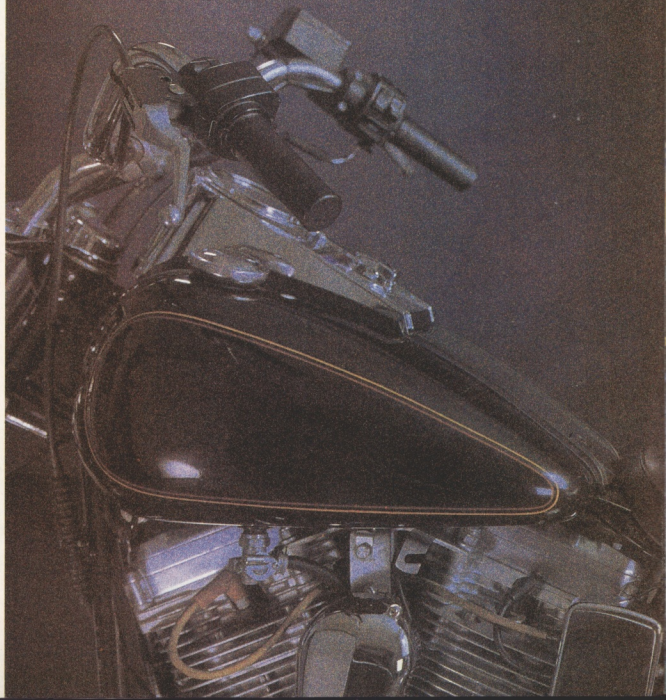


GARY "I'VE GOT A LOVELY BLACK PUSSY" HARROD

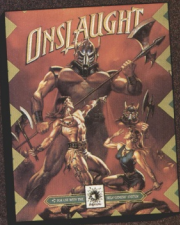
Gary's tastes are as varied as they are weird. Top of his list is Brannigan's cheddar and ham crisps, followed by pure freshly squeezed orange juice, chicken, tuna, bananas and any vegetables, especially cauliflower. Get to the bottom of his list and you'll find coffee, tinned fruit when it's got no sugar, fat off meat and anything foreign.

CURRENT FAVE GAMES: STREETFIGHTER II, HUNT FOR RED OCTOBER, STREETFIGHTER II (AGAIN)





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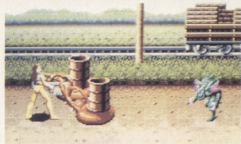
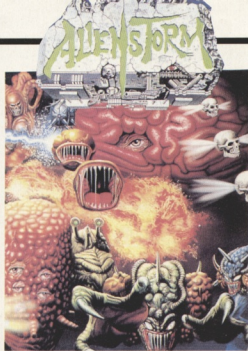
CES

SHOW

Chicago! City of wind, large breakfasts and the best basketball team in America. Jazza Rignall recently went there, not just to fart about and drink and eat himself senseless (as he did), but to visit the CES Show, the world's biggest electronics show. On display were over 360 new console games. It was Jazza heaven. This is what he saw...

SEGA SHOWOFFS

At the recent CES Show in Chicago, Sega showed their latest and greatest titles. On display were a wealth of new games, including Toe Jam and Earl, a very wacky one or two-player arcade game which we reckon will take the Megadrive by storm, Decapattack (starring Chuck D Head, a guy who can take his head off and throw it at the enemy), Donald Duck, Joe Montana II (still not as good as John Madden's),



Mercs (a conversion of the soldiers-yompin-up-the-screen-blowing-up-everything Capcom coin-op), Phantasy Star III (more role-playing malarkey in a bigger and better form than its predecessor), Flicky (a conversion of a spiff-o-rama ancient coin-op), Shining in the Darkness, Streets of Rage (Sega's answer to Final Fight, and very good it is too), Alien Storm (brilliant!) and Golden Axe II (looking very good indeed).

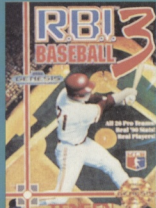


FOR USE WITH THE

TENGEN'S
TOPPER TITLES

Tengen have announced an impressive line-up of Megadrive coin-op conversions, and nearly all are finished and ready to go into production. Pitfighter (the cracking digitised graphics beat 'em up), Ramparts (the unusual, but addictive Armada destroying cannon game), Ms PacMan (classic PacMan action), Paperboy, Pacmania (more classic PacMan action, but this time in 3D) and Roadblasters are all looking virtually arcade perfect.

Tengen are also putting the finishing touches to a new sports simulation, RBI Baseball III. It's looking good... if you're into that sort of thing.



AUGHT



SEGA GENESIS SYSTEM

EVEN MORE MEGA GAMES

Also on display at the show from Kaneko's Berlin Wall and Turbo Outrun (IDG's conversion of the excellent racing coin-op). Ballistic have four new titles - Test Drive, Mike Ditka Power Football, Onslaught and Turrican, and Dreamworks have Jesse "The Body" Ventura Wrestling Superstars and Trampoline Terror.

Mirrorsoft had Speedball II and Battle Master on display, and Nuvision across the way were displaying Swamp Thing, Guardian Angels Safety Patrol and Bean Ball Benny.

Arcade fans will enjoy Street Smart, Treco's superb conversion of the coin-op, and their version of Harrier Ex is also worth a look.

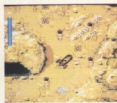
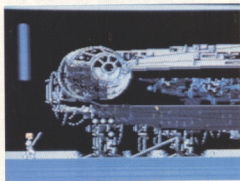
More arcade stuff was seen on Namco's stand. Quad Challenge is a two-player split screen version of the 4-Trax coin-op, and Rolling Thunder II is a brilliant rendition of the arcade machine that's yet to be released in Britain. Namco also showed off Powerball, a game very similar in concept to Speedball II, but nowhere near as good.

"Controversial" Razorsoft had Stormlord, Death Duel and Slaughter Sports up and running - we'll be reviewing those over the next few months. Finally, Crossfire by Kyugo, and Valis III, Dinoland Pinball, Beast Warriors, Syd of Galis and El Vento (all from Renovation) were there for the seeing.



JVC PREMIERE THRILLS

On Nintendo, Star Wars and Defenders of Dynatron City from JVC were utterly brilliant. Star Wars is a game based on the brilliant film, and is totally original, nothing to do with the coin-op! It's got a load of different screens and levels and is looking red hot - I can't wait to get the finished product. Defenders of Dynatron City is a stunner, another original product, this time packed with laffs and playability. Mini Putt, also from JVC certainly provided amusement as far as mini golf goes.

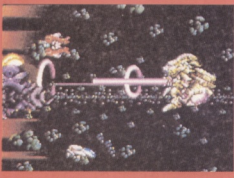


CES

SHOW

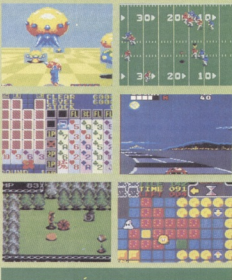
BEST BLASTER YET

It's definitely the best Super NES blaster yet! What is? Super R-Type from Irem, of course. I played the finished copy at the CES Show and it's a real cracker, with new levels and baddies that weren't in the arcade machine! We're hoping to bring you a full review next issue.



GAME GEAR STILL IN FIRST

There were quite a few new Game Gear titles on display, but unfortunately there was little to get excited about. GG Shinobi (which we reviewed last month) is the only thing that's really any good. The others were Batter Up and Pacman from Namco, Dragon Crystal, Joe Montana Football (a bit slow to play), Woody Pop (diabolical Arkanoid clone), Outrun (identical to the Master System), Revenge of Drancon, Slider, Solitaire Poker, Space Harrier (same as Master System) and Chessmaster (pretty jolly chess game).



GAMEBOY ARCADE CLASSICS

Veteran arcade fans better start saving their cash - there's a whole load of conversions of classic arcade games coming soon to Nintendo's hand-held marvel.

Taito's Elevator Action is a platform game with plenty of lifts and gun-toting baddies. It's a golden oldie, and makes a great Gameboy game.

Gauntlet II and Marble Madness will soon be available on the Mindscape label - both could be corkers if sufficient care is taken over them. Marble Madness is definitely the most promising, and if the two-player option is included, it would be a real winner.

Ballistix are another firm taking a trip down memory lane. Asteroids (1978 rock-blastin' fun) and Missile Command (1979 missile-blastin' frolics) are both classic games soon to appear in hand-held form. Both should be well worth looking out for.

And if you're after a classic coin-op, and can't wait until those are released, don't forget that Space Invaders, Lunar Lander and PacMan are already out and about for the Gameboy!

EYE EYE IREM

Irem were showing off three titles. Hammering Harry is a neat conversion of their popular arcade game, Metal Storm is a blaster based around massive Japanese fighting robots powered in the land of the rising sun and Kung-Fu II is the follow-up to Kung-Fu, a version of the ageing arcade game, Kung-Fu Master.



SUPER FAMICOM TO BE SNEEZED AT

Big news at the CES show was the American launch of the Super Famicom, or the Super Nes (SNES) as it'll be called. It's got a new shape - a squarer body and vile purple reset and eject buttons - and slightly updated internals (according to SNES programmers). Along with titles that have already been seen in Japan and on import in the UK such as Mario 4, Pilotwings, F-Zero and Actraiser, there were a whole new bunch on display - check out the list!



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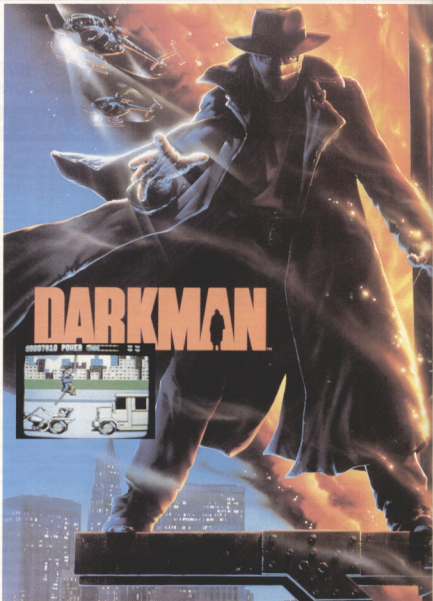
SHOW

OCEAN GO NINTENDO BONKERS

UK software house Ocean had a very impressive range of Nintendo games on display! The biggest name was Robocop II, which is looking very nice indeed. It's a platform game, with different sub-sections breaking up the action. The game is out in America in October, and Ocean hope to release it in the UK very shortly after. Darkman, another film tie-in, is also looking neat, and so is Untouchables and New Zealand Story.

Ocean also announced a quartet of forthcoming film tie-ins: Radio Flyers, Hudson Hawk, Addams Family and Hook! However, best thing on their stand was an early version of Lemmings - that looks a real scorcher and gets my vote as the most promising Nintendo game of the show.

On Gameboy, Ocean announced Robocop II and Darkman and displayed a very early demo of Navy Seals. Tops in my hand-held book, though, were Ocean's two interpretations of old coin-ops. Super Hunchback is a brilliant enhancement of the decade-old arcade machine, and Mr Do is a splendid scrolling rendition of Universal's cracking classic coin-op.



A TON OF DELIGHTS AT ACCLAIM/LJN

All-round high quality was the order of the day at the Acclaim/LJN stand. Their conversions of Trog and Arch Rivals are both great fun to play, and the imaginatively-named Wizards and Warriors III looks by far the best game in the series.

Thrilla's Surfari is a neat sports game with surlin' overtones, and Wolverine is a fairly good game of the comic. Terminator II has potential, the latest wrestling

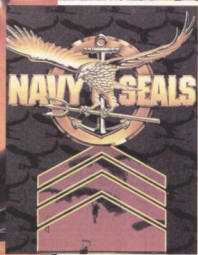


game, Wrestlemania Challenge, is one to watch out for, and MVP Baseball looks good (if you like that sort of thing).

Three film tie-ins were also on display - Beetlejuice, Punisher and Bill and Ted's Excellent Video Game Adventure - but my most favourite games on the stand were the conversions of the two brilliant Williams coin-ops, Smash TV and NARC - both musts for fans of gruesome shoot 'em ups.

On Gameboy, Simpsons in Escape From Camp Deadly, The Punisher (a jolly Operation Wolf style game), Bill and Ted's Excellent Video Game Adventure, Terminator II, Beetlejuice and NBA





CAPCOM'S CORKING CREATIONS

Capcom's range of Nintendo software is just getting better and better. Little Mermaid, Little Nemo Dream Master, Talespin and Chip 'n' Dale Rescue Rangers are all graphically stunning - and play well too - but better still is Megaman 4, which stars new baddies and some old favourites! Their conversion of Snow Brothers is also looking very good, as is an original and rather wacky game called Yo Noid!

There were just two Gameboy titles on display - Megaman and Who Framed Roger Rabbit. Both are good, though.

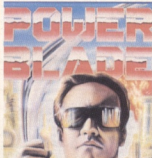
On Super Famicom, or Super NES (SNES - pronounce it sneeze) as it'll be known in the states and in the UK when it's released next year, Capcom have two new titles. UN Squadron is an arcade perfect (in fact, it's arcade better, because it's got gameplay tweaks and extra levels) horizontally scrolling shoot 'em up. But Capcom's real biggie is Super Ghouls 'n' Ghosts. It's absolutely superb and poo-poops on the Megadrive version from a great height. With new weapons, extra levels, amazing music and more baddies than you could shake a codpiece at, Super Ghouls 'n' Ghosts is the best SNES game yet seen. Watch out for it.



TAITO'S TRIFFIC TEMPTATIONS

Arcade experts Taito were well flush with product, and Kickmaster, Toki, The Flintstones, Rainbow Islands, Power Blade (the best Nintendo beat 'em up yet), Kiwi Krazz (the New Zealand Story sequel) and Qix completed an impressive line-up.

On SNES, Taito also showed a sporting bent with Hat Trick Hero - however, I didn't actually get to see the game, so I can't tell you whether it's any good or not. Dumb ass!



Allstar Challenge were all well worth a play.

But the best stuff on the stand was on Super NES. There was an early demo of Smash TV, which looks identical to the coin-op, with much explosions and gratuitous violence (yum, yum - gimme, gimme, gimme!). WWF

Wrestlemania Challenge is a cracker, with superlative graphics, great sound and wild 'n' wacky gameplay - the sprites look just like their real-life counterparts. This is by far the best wrestling game yet seen, and stars all the most popular WWF characters, like Hulk Hogan and the Ultimate Warrior. Finally, there was a rolling



demo of The Simpsons, showing excellent cartoon style sequences that are apparently going to appear in the game! More information on these games as soon as we have it.



CES

SHOW

CHECKLIST

If you want to know exactly what was either on display or announced at the CES show, here's the complete list. And before you start asking, virtually all the titles below have yet to be scheduled for a UK release. We'll keep you informed as things progress - just be patient.

Berlin Wall (Kaneko)
 Turbo Outrun (IDG)
 Test Drive (Ballistic)
 Turrican (Ballistic)
 Road Rash (EA)
 NHL Hockey (EA)
 Star Flight (EA)
 Shadow of the Beast (EA)
 Killing Game Show (EA)
 Rings of Power (EA)
 Earl Weaver Baseball (Ballistic)
 Onslaught (Ballistic)
 Mike Ditka Power Football (Dreamworks)
 Jesse Ventura Wrestling (Tengen)
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 Battle Master (Mirosoft)
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 Donald Duck (Sega)
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 Alien Storm (Sega)
 Golden Axe II (Nuvision)
 Swamp Thing (Nuvision)
 Guardian Angels (Nuvision)
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Ice Hockey? It's like Football, innit? Well, sort of, except that the action takes place on a rink of frozen water, and instead of a ball, a nice flat, circular puck is used as a substitute. Kicking the puck isn't really on, so players have a large hockey stick with which to set the puck in motion.

Two goals are situated at either end of the rink. One of them is your team's and this must be defended. If the other team get the puck past your goalie then they've scored a goal. It's your job to get that circular puck-like item into the opposition's net. You've got to net more goals than the other team to win.

You change ends at half-time in football, and a similar situation occurs in Hockey. But instead of just having halves, the action is split into three periods, with the teams switching ends at end of each period.

In addition to that over-kill explanation of Hockey for the hard-of-thinking, it's best to remember that Ice Hockey can be just a little bit rough at times...

ICE HOCKEY

▼ A fist fight breaks out after a nasty foul!



BEAT THE PUCK OUT OF THEM

The players tend to be rather wound up at times, especially if they're losing 5-0 and the opposing team are using all manner of under-hand tactics! At times like this, fist fights tend to break out. Upper cuts and body blows are available to floor your opponent, but good enough provocation is needed to get a decent fight going. Anything will do, including hitting the puck at high speeds at opposing players. A vicious shoulder charge or high slash is also good enough to cause some aggro.



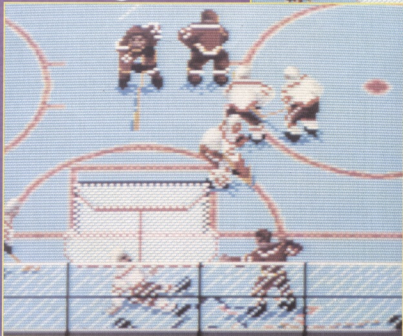
COMMENT



RICH

EA Ice Hockey is one of those truly classic games that's a unique gaming experience in two-player mode, and even remains exciting when you're up against the computer. I think the biggest hook of this game must be the gratuitous lashings of needless violence. Shoulder charges, overhead slashes and even smacking the puck right into the opposing goalie's face are all

possible in this game! If tension's running high, fist fights break out at regular intervals, and there's an option included to make all this fist-related action and blatant fouls perfectly legal! The control method, and just about every form of pass, shot (or foul!) can be managed with relative ease and the inertia of the players on the ice makes for realistic and exciting play. There's also the essential replay option to look over that classic goal. It's speedier and more violent than any other Megadrive game, and ranks along with John Madden Football as one of the greatest sports sims ever produced!

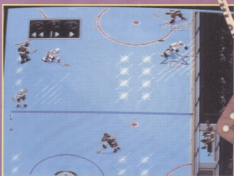




MEGA GAME



GAME



▲ An overhead slash from red...



◀ ...and the white player's floored!

OPTIONS ANONYMOUS

Many different options are available in Ice Hockey that subtly alter the gameplay. The length of each period can be either five, ten, or twenty minutes. Line changes can be turned on or off, but the most useful option must be the ability to turn off some - or all - penalties. For example, you can keep fouling an offense, but do away altogether with off-sides. Best of all though, is turning all penalties off and changing the game into a veritable orgy of violence and excitement!

TWO-PLAYER PUCKS

Two-player action is available in a couple of different forms in Ice Hockey. First of all, there's the traditional head-to-head option which enables two players to take control of a team and battle it out. But if you get bored with that, there exists the option to play as team mates, with each player taking control of one member of the same team.



REPLAY!

Players will be pleased to hear that there's a replay option, so that goals, fouls, or even fights can be viewed in slow motion - or even frame by frame!



▲ White's down, and the puck's getting lonely!



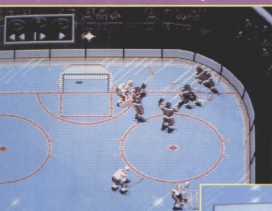
▲ Another white player gets the puck...



▲ ...and moves into a dangerous position!

ICE HOCKEY

▼ The Soviets celebrate a classic goal!



HOME AND AWAY

Audience participation is the name of the game in Ice Hockey. A dangerous foul courtesy of the home team results in massive rounds of applause from the audience, whilst the same dirty play from the away team delivers many boos and hisses from the assembled masses. The audience like a good fight as well, especially if the member from the home team completely wipes out his opponent!



▲ It's a shot! But is the goalie up to much?



▲ The goalie's going to get it in the face...



▲ But no! It's a goal and a classic too!



PUCK OFF

The action starts in the centre of the rink where the players wait for the puck to be delivered into play by the referee. A close-up representation of the ref and the two players is shown in a corner, and a press of the B button makes your man hook out his stick for the puck. Pressing the button at the right time and collecting the puck is all-important as whoever gets the puck has the immediate advantage. This 'face-off' situation occurs after penalties, icing, or if the 'keeper keeps hold of the puck too long.



WHO GIVES A PUCK?



There are 22 different teams ready to hit the ice in EA Ice Hockey, ranging from the likes of the United States and the Soviet Union (both brilliant in all aspects) to teams like the United Kingdom or Spain (who cripple along at a snail's pace and can't play Hockey to save their lives). So, novices would be best to choose a team with superior abilities, whilst experienced players would go for a crappier team to really test their skills.





THE SIN BIN

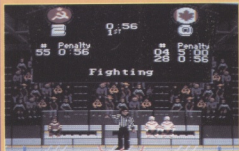
If the penalty option is switched on, the ref regularly chucks players off the rink. Slashers, hookers, fighters and even fight instigators end up with a special rink-side, where have to sit and cool down for a certain amount of time - usually two minutes. The current office record for the amount of players sent off in one game is held by a Mr Julian Rignall, with a massive six team members cooling off at once in the sin bin!

- ▲ Players gather around to witness some fisticuffs!
- ▶ The filled-in star indicates which player's got the puck. Looks like this guy's going to try for the goal!

MADDEN PROGRAMMERS STRIKE BACK!



EA Ice Hockey is the second Megadrive game to emerge from Park Place Productions. Their first game was the totally wonderful John Madden football, which scored a mind-boggling 95% in issue three of MEAN MACHINES! Again, Rob Hubbard provides the aural accompaniment in the form of stunningly realistic sound effects and awesome music!

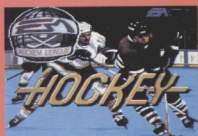


COMMENT



What can I say? Programmers Park Place have done it again, and Ice Hockey is to that violent high-speed sport what John Madden's is to American Football. The game is more straightforward than Madden's, with only two basic controls to get used to, so you can get into the action and play the game without even looking at the instructions. But actually getting

JULIAN good at the game takes a lot of practice. The action is fast and furious, and it's packed with subtle and not-very-subtle-at-all touches. You can deliberately trip and charge opposing players (it's great when you spilt them up against the wall) and knock them over by smashing the puck into their faces at high speed. Skating with the puck can be turned into an art form, with your player gracefully dodging and weaving through an onslaught of violence. Shooting past the very competent computer-controlled keeper and actually scoring requires skill, precision and great timing. I also love the way the crowd cheer mega violence and boo the away team if they trip your players! The only flaw Ice Hockey has, and it's a similar one to John Madden's, is the fact that if you choose a very good team - for example the Soviet Union - you can beat other computer teams fairly easily. It's more difficult if you choose a rubbish team like Great Britain and play against a tough one. So bear that in mind if you're a single player. Otherwise Ice Hockey is another superlative sports simulation from EA, and ranks as an utterly essential purchase.



BY: EA

PRICE: £39.99

RELEASE DATE: AUGUST
GAME DIFFICULTY: MEDIUM
LIVES: 1

CONTINUES: 0
SKILL LEVELS: 1

RESPONSIVENESS: SUPER-SMOOTH



PRESENTATION 93%

Superb! Loads of useful options, great control method and nice presentation screens!

GRAPHICS 94%

Some stunningly detailed sprites and a great, super-smooth eight-way scrolling rink.

SOUND 96%

Mean and moody music and some stunning sampled sound effects which gives this true ice hockey atmosphere!

PLAYABILITY 95%

The inertia on the players is perfect, and the hyper-violent gameplay is immediately addictive...

LASTABILITY 94%

22 teams and a choice of two duel-player modes make this one that'll last just as long as John Madden's.

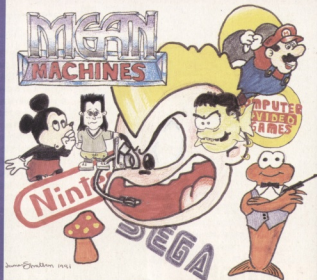
OVERALL 95%

Another super-slick sports sim from EA. Simply stunning - buy it immediately and get the puck out.





MEAN YOB!

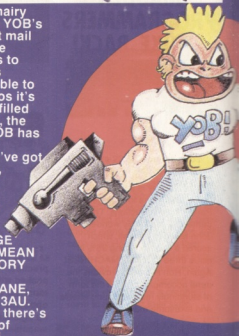


It's big, brown, hairy and bulging. It's YOB's sack, the largest mail sack in the entire universe. He has to swing it over his shoulder to be able to walk properly 'cos it's so massive. It's filled with your letters, the best of which YOB has sorted out and answered. If you've got a letter, pictures, photos, blank cheques, spare cash, send them to: YOB'S OBSCENELY SWOLLEN LARGE BROWN SACK, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGTON LANE, LONDON, EC1R 3AU. Don't forget that there's a monthly prize of £150.00 worth of software for the best letter we get.

MR "I HAVEN'T GOT A CLUE" WRITES

Dear MEAN YOB,
I've come up with an excellent idea that nobody has suggested in the Letter Zone. You know like you've got Amiga and ST mags with free disks on the cover, and also the C64 and Speccy mags have tapes.

Well why not introduce a free Megadrive cartridge with maybe a



preview of a game or a playable demo. And don't say it costs too much, think of all us Megadrive owners who splash out £30 or £40 on games.

Also, send me a copy of the Megadrive Wrestle Wars rather than the £150 star letter 'cause I cannot wait until the July release date. By the way, I suppose I have to say that your mag is skill, brill and all the yuppie crap words people come up with.
Lee Whiting, Norwich
YOB: So you're telling me that Megadrive owners will be more than happy to shell out £30-£40 for a magazine with a "free", as

you say, Megadrive cartridge? Don't be a retarded cretinous moron, you simpering imbecile. If I have one more letter from anyone saying that we should put a "free" cartridge on the front of the magazine, I'll personally track them down and stick it where the sun don't shine.

TAKING JOE TRUTH FOR A SPIN

Yo! Mr YOB!

I am writing to you to thank the best mag in the world - MEAN MACHINES - for completely changing my life.

James Stratton sent in this motley crew of characters.

Not so long ago, I was a nobody. I regularly wore anoraks and sandals and owned an Atari VCS with 'Eat a Log Quickly Simulator' to play. Since then however, after my letter appeared in these sacred pages (check out number nine, page 24) I have become a transformed being. It is now difficult for me to leave my house without a pile of girls blocking my way and chanting 'oh great one!' in chorus. I've now got a wikkid Megadrive and cannot cope with the hordes of people inviting themselves to play around with Sonic, Mickey and Sir Arthur.

Thank you MEAN MACHINES. I am now the most popular person in Chiswick, yes more than Timothy Dalton.

Guy 'Edd' Dickerson

YOB: Oh dear! I think you might be suffering from Swantitis, a rare neurological disorder which results in a hyperactive overexaggeration gland. You'd better see a Doctor before you

start creating adverse weather conditions and cause buses to break down in the middle of the Dartford tunnel.

SPELLING IT OUT

If you are truly a MEAN YOB then you will give me the prize for best letter but you wouldn't dare even print this letter never mind give the prize and be mean to the other reader's and writers, I DARE YOU TO. I did not give a heading to this letter because your just a wimp and dont deserve a little. I get the mag each month and enjoy reading it. I say again I DARE THE MEAM YOB. Yuo at MEAN MACHINES are often critisising the Amstrad CPC 464. I have got a 464 (as well as a Nintendo) and am very satisfied with it. IF I HEAR ONE MORE BAD WORD I WILL COMPLAIN UNTIL YOU APPOLAGIS GOT IT!!!

Yours darenly,
Michael Todd, Cumbria

YOB: Like the Amstrad 464, your grip on the English language and its grammar is a miserable, foolish mockery. Get thee gone, soft-headed dolt,

before I smite thine rump heartily with mine Doc Marten.

BOO HISS!

Dear YOB,

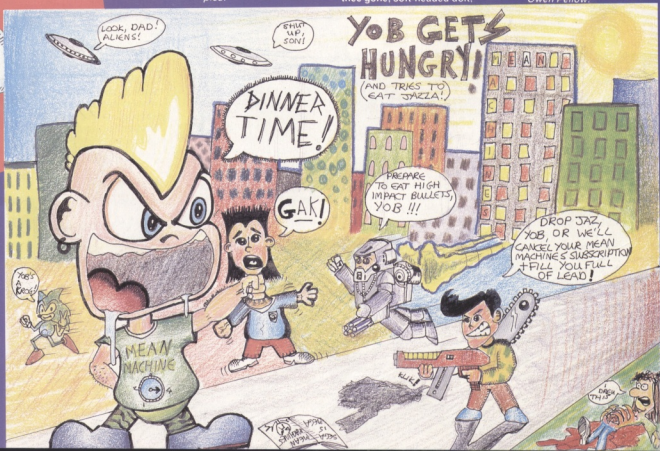
I recently bought John Madden Football from an importer, and when it came in the post I immediately rushed up to my bedroom and plugged it into my Megadrive. The minute I heard the amazing tunes and spectacular graphics I couldn't wait to start playing, but when the game started I heard this horrible hissing sound which when I sent it back the company said was the crowd and was no different to all their other copies.

MEAN MACHINES gave the sound 95% Surely you heard it? David Webber, Somerset
YOB: Yes, we heard it and don't think there's anything wrong with it. That's exactly what American Football crowds sound like, you dozy git. I suggest you get your ears syringed, and ask the Doctor for a large barium enema as well - that should cure your problems.

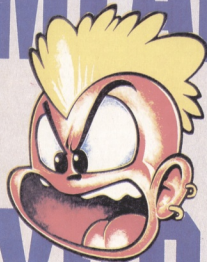
YOB gets angry with Jaz in this picture courtesy of Owen Fellow!



The mysterious Stuart sent us this brill pic - remember to put your name on your pics!



MEAN YOB!



A VERITABLE PAUPER

Dear MEAN YOB,

I have recently purchased a Nintendo Action Pack and I think it's great. The only problem is the outrageous price of the games. Some Nintendo games cost as much as £40.00. At these prices I can only afford to buy two or three games per year.

I can accept that it costs more to produce cartridges than tapes or disks but why don't Nintendo release some of their older titles which aren't selling very well on a budget label for say £9.99 each, like Sega have done with their old Master System games.

Steven Taylor, Dundee

YOB: The cheapest Nintendo games around at the moment are £19.99, and for the time being at least, Nintendo have no plans to introduce a lower price range. You'll just have to sell your Granny into white slavery.

SEGA SLAMMER

Dear YOB,

I am afraid this letter contains things I've been bottling up inside for ages, so please bear with me.

What on Earth do Virgin Mastertronic think they're playing at? I have owned a Japanese Megadrive for over two years now and was quite interested to see how competent Virgin would be at releasing and promoting the machine. Frankly, what they have done to it is disgusting! Presentation-wise the games and the Megadrive itself are unbelievably tacky with the most tasteless packaging ever conceived (the dreaded squares are back!). Why has the game artwork that made the Japanese games look so stylish been changed and manipulated into laughably sad pictures - these are a serious embarrassment to Sega. You may say I'm fussy, but look at

the "official" Strider cart!

Also, why do Virgin continue such a large advertising campaign for their Master System, are they that desperate to get rid of them? And why is the vastly superior Megadrive being kept in the shadows?

Mat Brown, Amersham

YOB: I agree totally with you about the packaging. When you're spending £40 on a game, you don't expect a totally pathetic, difficult to read black and white instruction book in eight different languages. The Japanese and American books are vastly superior their Europeans counterparts, with colour pictures and superb illustrations, and we have to pay more for our games! What a cheek!! As for the Master System - I think this Christmas we'll see much more emphasis on the Megadrive. After all, if Sega want to build a large enough market to enable them to survive the Super NES onslaught next year, they'll have to use their strongest ammunition!

THICKO DONE GOOD

Dear YOBBO of the MEAN variety. You may well remember that I won the coveted Thicko of the Month award in issue eight. Well, my apologies go to Gaz for that appalling accusation I made on behalf of my friends. Well, anyway, I didn't actually deserve that award as you may recall that I wrote a heap load of crap about Final Fight on the Megadrive. Well, my so-called friend had told me this rubbish so I decided to see what you would say in reply. He at this stage is pretty gutted, he had his Megadrive given to him with the great game (wait for it) Thunderforce II. Please tell him to go stick his head down a toilet and flush it.

K Craske, Blackheath, London

YOB: Well, as I always say, Mr KMC, depress your neural clutch and stick your brain in gear before opening your mouth and you won't say silly things. I think flushing your friend's head down the toilet sounds like the right treatment for somebody who has poo for brains. By the way, Gaz took your apology like the man he is.

TIME WASTER

You horrid MEAN thing (YOB, of course). I am writing to try and get the star letter but I can't think of anything to write to get the star letter. So, I am writing for nothing and wasting yours and my time (but you probably don't have anything else to do). So bye bye yuckiest one. Craig Armstrong, Paisley, Scotland

YOB: Not another tish-for-brains...

YOUNG MAN NEEDS FIST ACTION

Dear MEAN YOB,

I have been headbutting my wall as there is not one decent beat 'em up on the Megadrive. You can't keep us all happy with crappy beat 'em ups like Golden Axe or ESWAT. Forgotten Worlds etc. We want some fist action like in Final Fight or Street Fighter 2. I have heard that Pitfighter is coming out on Megadrive, is this true? So come on Sega, Electronic Arts and the rest, GET PROGRAMMING something good for a change.

Andy Mayes, Leicester

YOB: Hold on a moment. I don't think that Forgotten Worlds is actually a beat 'em up. Doh! Still, since you're so utterly desperate for some "fist action", you'll be pleased to hear that you can vent your strange, perverted frustrations on Pitfighter, Street Smart and a variety of other beat 'em up games coming soon on the Megadrive. Check out the news pages for more details.

CRUELTY TO DUMB HARRODS

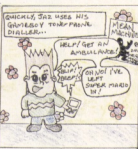
Dear MEAN YOB,

I am just writing to say I think all you down at MEAN MACHINES are cruel to Gary Harrod. For example, you said in issue nine that he was born into a family of destitute paupers. If I was poor old Gary Harrod, I'd turn around and smash a bottle over your heads. Tony Moore, Waltham, London

YOB: Don't be silly! Gary would never smash a bottle over anyone's head - he could get the 10p deposit back on it and feed his family and tramp friends for a week!

AN EVERYDAY STORY OF "MEAN MACHINES" JOURNALISTIC-TYPE FOLK.

AN EVERYDAY STORY OF "MEAN MACHINES" JOURNALISTIC-TYPE FOLK.





Another month, and another teetering heap of questions. Jazza Rignall is once again wearing his most colourful special answering trousers and is ready to ejaculate solutions all over the page. If you've got any questions, not matter how strange or bizarre, send them in to: **JAZZA'S GOD-LIKE GENIUS, MEAN MACHINES, PRIOY COURT, 30-32 FARRINGTON LANE, LONDON, EC1R 3AU.**

SWISS CHEESE AND BRIE SPECTACULAR

Dear Jules,
Before you have read this letter I will be the proud owner of a Super Famicom, and a very proud owner at that. But I have a few questions for you to answer, so let the feebleness begin...

1. Is Super Mario World really the best platform game available on any home format?
2. Can you tell me what Super Ghouls and Ghosts is like

- (good/bad)? If good, how good?
3. Would it be possible for you to give an American address where I can send off for a \$99 PC Engine GT? Pretty please?
4. How come your screenshots are the best out of all magazines? Could you please tell your trade secret to Sega Power as they desperately need to know?!
5. Why aren't you going to print

PICK IT 'N' FLICK IT

- Dear Jaz,
1. With the release of Sonic on the Megadrive, I was wondering if the game will be released on the Master System.
 2. Also, with the new release of the Master System II, are Sega still planning to make games for the Master System?
- Paul Green, Blyth.

JAZ: 1. A hacked-down version



this letter?
James Pearce, Cardiff.
JAZ: 1. Yes, definitely. 2. So utterly mega-brill I nearly peed my pants when I played it in America. Well, almost. 3. No. 4. Because we're professionals and we have a very expensive camera. 5. I did, so shut up and be grateful.

GRANNY'S LARGE, PORTABLE COMMODE

- Dear Julian - the MEAN dude, I would be very pleased if you would answer my mind-boggling questions:-
1. If the Super Famicom and the Megadrive had exactly the same game and both games were made so that the machine used all of its chips etc to the maximum, would there be much noticeable difference ?? (if any)?
 2. Are there really only 512 colours on the Megadrive compared to the 32,000 on the Super Famicom?
 3. What has happened to the so-called Microdrive (handheld Megadrive)?
- Lee Morris, Gwent.*
PS: I love your hair.
- JAZ: 1. If both machines were pushed to their absolute limits, the Super Famicom game would

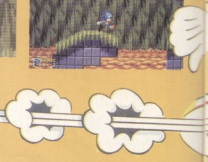
might appear later this year - we'll keep you informed. 2. The Master System II is an ordinary Master System in a redesigned box.



look and sound much better than the Megadrive version, but they'd both play the same. 2. Yes, as we keep saying over and over and over again. 3. It never actually existed.

OO-AH MY TROUSERS ARE ON FIRE

- Dear Jaz,
- I just want to ask you a few questions on your mag before I go out and buy PGA Tour Golf in town.
1. Why has Sonic the Hedgehog got only 92% and Mickey Mouse 95% when in the Sonic review it clearly states that Sonic is the best game with better graphics and depth?
 2. When will the Brill New Zealand Story be officially released and reviewed in your great mag?
- John Couchman, Lambourn, Berks.*
PS: If you don't print this letter it will only prove that you can't answer question one, so print it now!
- JAZ: 1. Where does it "clearly state" that Sonic is the best game with better graphics and depth? Read it properly - we say it's got better graphics, but we mention several times that the gameplay can be frustrating, and that's why it was marked



down. 2. New Zealand Story hasn't got a release date yet, and I'm not sure whether it'll ever "officially" see the light of day. Buy it from an importer if you desperately want it.

NOSE DROPS AHOY

Dear Jazza,
In about three quarters of a year's time I will be jetting off to sunny Florida with £200 in hand ready to spend on consoles and software.

I have a Sega Master System and am wishing to update it for a more powerful machine and seeing as they are cheaper in the States I thought why not buy it there? Here are my questions:

1. Is a Genesis machine compatible with English and/or Jap games with or without an adaptor?

2. Is an American Game Gear compatible with an English machine?

3. Are American Master System games compatible with an English machine?

4. Are American Gameboys compatible with English games?

5. Why the hell does my mum keep on at me while I am writing this letter?

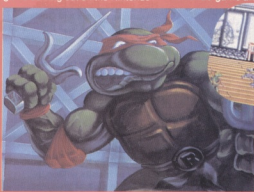
Daniel Brown, Canterbury.

JAZ: 1. Don't buy a Genesis from any US shop - it won't work on a British TV. 2. Yes. 3.

MY TOMATO IS BURSTING

Dear Jazza,
Please could you answer these questions.

1. When is the Turtles arcade game coming out on the Nintendo?



2. Does the NES Advantage play lots of games, is it worth the money and does it work with Super Mario 2?

3. Is Gargoyles' Quest any good for the Gameboy?
Andrew R England, Southampton.
JAZ: The answers are:

Christmas, it works with every Nintendo game and yes.



Yes - and they're well worth tracking down. The cheapest place I found was the main toy shop in Belz Factory Mall at the end of International Drive, Orlando (their range of slightly older cartridges start at £5.00), but Toys R Us come a close second with newer carts as cheap as £12.00. 4. Yup! 5. Maybe because you haven't washed and you stink like a pig. Then again, maybe not.

JAZ: 1. Maybe. 2. I think that Taito's Growl is a pile of old toss and wouldn't want it anywhere near my Megadrive. Rolling Thunder II is nearly finished and will be out by Christmas. 3. Shadow of the Beast and Killing Game show are out early next year.

Hopefully both will be severely tweaked - the original Amiga versions had great graphics but completely crap playability. And while you might be able to dazzle Amiga owners with snazzy intros, console players want good gameplay. 5. Which ones? My special answering trousers are a sort of orangy pinky blue with purple stars and green flecks.

ONE CHROME SPANNER ATTACK - COMING UP!

Dear Jazza,
I have a few questions for you to answer.

1. Now that Nintendo have scrapped their exclusivity rights, is there any chance of Final Fight and Street Fighter II being released on the Drive?

2. Will Taito's Growl and Namco's Rolling Thunder II be converted?

3. Do you know roughly when Shadow of the Beast and the Killing Game Show will be released?

4. What colour are your special trousers and how much do they cost?

Iain McCreadie, Fife.

SEVERED HANDS

Dear Jaz,
I know this isn't a question, but it is a bit of good advice. I read your answers to Ed Jones and Jody Goodall last month (July issue) about the PC Engine handheld. I am an Engine handheld owner and what you said is untrue.

I know people with Lynxes and Gameboys, but they all agree that mine is the best machine. 512 colours on screen, 8 channel stereo sound. The screen DOESN'T blur one bit. The battery life isn't too hot, but what do ya

expect? A monitor and computer off six pencil batteries? It also has the advantage of being able to take PC Engine game and 16-bit Super Grafx games. I think my advice is the more valuable because I own of the machines in question.

John Wall, Kent.

JAZ: Don't be silly. Your advice is horribly biased because you bought one and don't want to look stupid. At £225.00, the portable PC Engine is very overpriced - you could get a Gameboy/Lynx/Game Gear and a Megadrive for that! Oh yeah, on fast action games the screen DOES blur.

ROTTEN POTATO!

Dear Jaz,
I own a Super Famicom and was wandering if you would answer these questions, please.

1. Is there any chance of Mario 5 and if so, when?

2. Are there any good flight sims out?

3. Any chance of Sonic the Hedgehog on the Famicom?

Also, keep up the good work. Daniel Chambers, London.

JAZ: 1. Yes, but not until next year. 2. Apart from Pilotwings, there aren't any as yet. We'll keep you posted. 3. Never in a zillion years.



DOCTOR! I'M FEELING MYSELF!

Dear Jaz,
I own a Nintendo and I would like you to answer a few questions.

1. What do you think of these NES games: Bubble Bobble, Faxanadu, Ghosts and Goblins, Pinbot?

2. Is there Four Score worth getting?

3. What is your favourite Super Famicom game?

4. I know someone who bought a Master System, so I laughed at him. Good eh?

Matthew Smith, Keighley, West Yorkshire.

JAZ: 1. Good, alright, crap, good. 2. Only if you often have plenty of friends willing to indulge in a bit of four-play. 3. Super Mario 4 of course! 4. Why kick a cripple while he's down?

EROTIC GNOMES? NEIN DANKE!

Dear Jaz,
I own a Sega Megadrive and I would like you to answer these two or three questions:-

1. How much does Street Fighter II, the arcade game cost?

2. Does it come as a complete coin-op, or would I have to get a video cabinet an PCB board?

3. Where would I get one from?

Paul Edmunds, Congleton, Cheshire.

JAZ: As a complete coin-op, Street Fighter II would cost around £850.00 and is available from most arcade machine distributors.

FREESTYLE DISCO FRENZY UNDERWEAR

Yo Jaz!

I have just bought a Japanese import and I would like you to answer these questions:

1. What sort of TV adaptor will work on my imported Game Gear?

2. Are any of these games any good?

Psychic World, Chase HQ, Woody Pop, Dragon Crystal?

3. Are there any other good games apart from GG Shinobi, Mickey Mouse and Super Monaco GP?

4. Are there going to be any good soccer game coming out on the Game Gear?

Paul Baker, Holmes Chapel, Cheshire.

JAZ: 1. You won't be able to get a British TV signal with any TV adaptor because your machine's screen runs on a different frame-rate. 2. Crap, good, dire, alright. 3. Not at the moment. 4. None have been announced.

WHOOOPS! THERE GO YOUR HORMONES

Dear Jaz,
I have written to you to ask you to review Tennis on the Nintendo, or just write if it is good or not, as I am thinking of buying it and I don't know nothing about it.

Justin Hendry, Scotland.

JAZ: It's pretty good fun, especially with two players, but I'd give it a playtest if you can, just to make sure you like it.

HEADS WILL SLAP

Dear Jaz,
My brother has just bought Wrestle War for his Megadrive but I am concerned because the graphics concerned do not look as good as the screenshots in the June issue of MEAN MACHINES or the July edition of G+VG, because the man who you play with (Bruce Blade) has got blonde hair!!! The characters are not as well shaded or crisp-looking, but on the back of the box he has black hair. Has my brother bought a weird cartridge or is it his Megadrive? Please help me solve this mystery Jaz, because my brother thinks the game is okay. Is it?

Lee Russell, Hornchurch, Essex.

JAZ: Our Megadrive is connected to the highest quality monitor available via a SCART lead, so we have the best picture possible. I bet you've got a PAL machine - the picture always comes out much fuzzier and sometimes the colours are a bit washed-out. Don't worry about it, it's all perfectly normal.

STANDARD LAMP UP THE JACKSIE

Dear Jazza,
My mother is considering buying me a Megadrive.

1. Is Smash TV coming out for it?

2. Is Street Fighter II or Final Fight or any decent beat 'em ups coming out for the Megadrive?

3. Will Sim City come out for the Drive?

4. Is Gynoug the best blast 'em up?

5. Would you recommend a mail order Megadrive that plays all the carts (Genesis, Jap and English)?

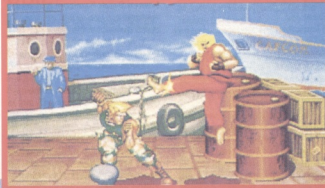
6. Have you got, or can I get hold of a pair of super competition winning trousers?

7. How old is Paul Gancey as my mum says he looks 12.

8. And is Sadie out of CVG a real girlie, because I have a mad crush on her.

Michael Fearn, Pennington, Leigh.

JAZ: 1. No. 2. Yes, some decent beat 'em ups are coming out on the Megadrive. Street Smart looks the best. 3. No. 4. Personally I don't think it's the best, but it's definitely one of the better ones. 5. Most imported Megadrives do. 6. 'Fraid not. 7. He is 12 - he's one of those child prodigies (he passed his A-levels when he was eight years old and got a degree at ten). 8. Of course she is. Doh!

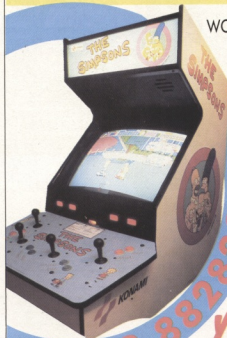


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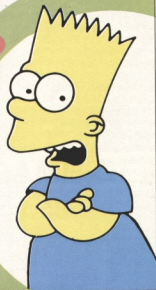
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TOP SECRET



Cor! Have we got some tips for you! As well as tons of groovy snippet-type tips on the likes of Gynoug and Simon's Quest, we've also got massive tips extravaganzas including the brill Star Control and Duck Tales! Not bad, eh? Well ready yourself with a spare pair of underwear - these pages are so exciting, you're going to need them! Don't forget, if you've got some spiff-o-rama tips, cheats, maps or whatever, send them in. There's a monthly prize of £150.00 worth of console software on offer for the best tips of the month. The address to write to is: MEAN MACHINES TIPS, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGTON LANE, LONDON, EC1R 3AU.

MEAN MACHINES 30

ZELDA 2

Here's a ten point plan to get through this Nintendo epic, courtesy of some NES player who forgot his name and address - doh!

1. The magic glove can be found in the second palace.

2. To reach the island palace, you fall down a hole in the graveyard.

3. There are hidden pits in the great palace. Sometimes it's worth going down them - one is well hidden under a pile of rocks.



4. Explore the forest, the desert and the swamp as they are packed with hidden objects. There's a 1-UP hidden in the desert by the graveyard.

5. Always go back to the towns after taking a palace or grabbing a magic item. The villagers may have something to say to you.

6. The magic hammer is not in the swamp. It's in a cave.



7. Hit statues inside palaces for magical boots. But beware, as some may come to life and attack you! Cripes!

8. The water level is a maze.

9. Boots let you walk on water.

10. If you don't have a key, use the fairy spell.

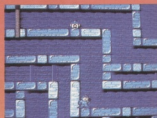
MEGA MAN 2

Some general tips, courtesy of Kristian Biggs:

Use metal blades to stop rabbits, dogs, fish, and frogs on the Wood Man and Bubble Man stages.

On the Quick Man stage use the time stopper (Flash Man's power) to halt the beams that zoom across the screen.

On the Heat Man stage use the Jet



Sled to get across the lava.

With the Jet Sled you can reach high platforms by jumping and shooting another sled in mid-air. Leap on this new sled and jump to safety.



GAUNTLET

Snardy Cadette from Walthamstow has got nice handwriting as well as a method for locating all of the warps in this Atari conversion. There are hidden warps on level 1, 7, 9, and 9A! To make the warp exits appear, shoot all the walls in the maze until you find them! And funnily enough, Tony Charalambios sent in this code to get you straight to level 79: 42C BB1 HZZ.

BATMAN

Some anonymous tipster sent in this method for doing in the Electrocuter. Just do a wall jump on to the nearest ledge, and then on to the next ledge. When he jumps, jump over him and fire all your spears at him. Provided you've got enough weapons you should have no problem.



FAXANADU

Scott Conroy from Paisley in Scotland sent in this code (enter it exactly or it won't work) to gain the rank of Paladin with 13,000 gold and billions of items. Well, a fair few items, any way. And the code is (cue fanfare):

Yr7sUv20YIVISFOQk5iwh
CA

BIONIC
COMMANDO

To leave a level once you've selected it, press buttons A, B, and START simultaneously and Bob's your uncle! This tip was provided by that man, Tony Charalambios from Maidenhead.



GAMEBOY

HYPER LODERUNNER

Jamie Dunlop from Bristol provided this password to get to ANY level of this hyper platform game. And the code is QM-0388. Just press START and you'll be on the level select screen!

GARGOYLE'S QUEST

"If you can't be bothered to battle all through the game," spouts James O'Hehir from Marlow, "you're a lazy bunch of sods! Here's a password to get to the end of the game. DYN9-QTWW."

TETRIS

When the game's paused, the "next block counter" is wiped out. To reveal what the next block is going to be, press SELECT twice! Stuart Murray sent that tip in.

NEMESIS

On the second stage about halfway through, shoot the square alien, then shoot the tower falling down. Get beneath the tower and push up into it. You are then on a bonus level which has power-ups and extra lives. It then takes you to the end of the level. Thanks to Sean Aiken from Chelmsford for that.

TENNIS

Here's how to win your serve without hitting the ball! When you serve, press A or B as usual but wait until the ball is too high to hit and press A or B again. You can now move your man. Position him underneath the ball and let it hit him on the head. You will then win the point.

CONTRA

Yet more Sean Aiken malarkey. This will endow you with nine lives per credit. If you press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, A, B, A, B, SELECT and START, the lives are yours!

BUBBLE BOBBLE

Sean's also got a quick cheat for Bubble Bobble as well. If you enter KGBJ as the passcode you can play on any level using the left and right buttons! Try it out!

GAME GEAR

WONDERBOY

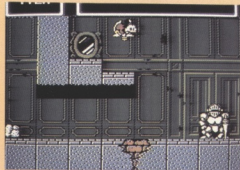
This tip may work on the identical Master System version, so give it a try. Start the game as usual and when the status screen comes up saying Area 1, Round 1, press UP on the control pad and lo and behold - the area number changes!





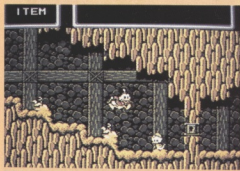
NINTENDO TIPS

Steven Leung from Bexley in Kent is rather a clever chappie. He's come up with a lorry load of ingenious advice and cunning tactics for this Nintendo Mega game!



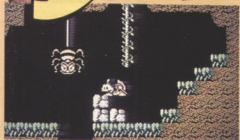
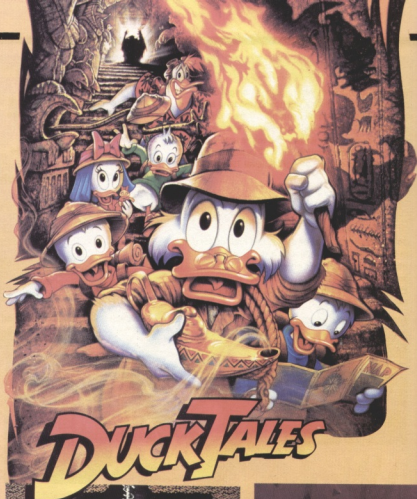
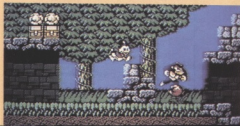
LIVES

When you start go to the African mines. You will be sent to Transylvania. Collect the two lives and a bonus hit point. Go through the mirror at the start, collect the skeleton key then go through the other mirror on the left. You will be taken back to the status screen. Choose Transylvania, grab the two lives and keep repeating this until you have enough lives to get through the game.



AMAZON GUARDIAN

Once past the falling bridge in the sky, go up the rope. You will find Launchpad. He'll ask you if you want a lift back. Say no and jump up in front of him. There will be a vine. Climb up it then walk across and climb down the other vine. You'll be transported to the abode of the end-of-level guardian. When the statue guardian has jumped and landed quickly pogo-jump him and keep away from it. Keep doing this and you will defeat him. This tip will save you paying to go up to meet the guardian and also get you to the guardian quicker and get you more money as leftover time is converted into



TRANSYLVANIA GUARDIAN

Once you meet him, dodge his fireballs. Jump on him when he is on the ground (sounds a bit suspect to me) before he fires and jump behind him to safety. You can pogo jump on him when he is flying quite low. Keep repeating this to butcher the evil one.



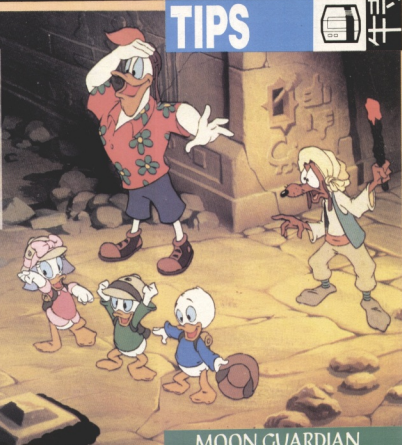


AFRICAN MINE GUARDIAN

Jump on him when he is standing still and move out of the way. You can tell which way he rolls by his eyes and the pattern of his movement. Do this and this guy is a doddle.

HIMALAYAS GUARDIAN

Dodge the snowballs when he bashes the wall. Jump on him by pogo-jumping when he is running. Keep dodging the snowballs and jumping on him and life is much simpler.



MOON GUARDIAN

When the mouse is still, jump on him then onto the ledge. Sometimes if you're lucky, you'll kill him by pogo-jumping up and down in the middle of the screen. By jumping on the mouse when it is still, you save a lot of energy.

THE FINAL BATTLE

This is the big count that keeps appearing and disappearing. When a bat is released and it is flying low, pogo-jump on it and then onto the count. This is the only way to gain height to kill him. When he's dead and gone, McDuck's arch-enemy makes an appearance. Just beat him by climbing the rope and getting the treasure as soon as possible.

DIAMONDS

In the Amazon, kick the tree stumps for diamonds. If you go down the rope, kick the red box to the statue and pogo-jump onto the box and then onto the statue. Walk along and a room with four treasure chests is revealed! Inside are diamonds and energy. Go back up then carry on to the left. There's another chest with a pink diamond. When you come across a row of vines, go up the fourth vine and you'll locate two chests, each complete with a diamond!

In Transylvania, kick the knights. Only some chests with goodies. Kick the coffins to reveal diamonds, but watch out for the ghosts!

In the African Mines, kick the coal chests for diamonds.





NINTENDO

SIMON'S QUEST

The man Snardy Cadette's back - and this time he's brought a code that'll give you all the weapons needed to kill Dracula. And the code is **DY31 LXDY W45X TGJX**. But that's not all, for Neil Cooke of Blackheath sent in this useful little guide to each of the items found in the game.

HOLY WATER

This disintegrates certain wall or floor blocks. Throw holy water at all of the blocks in empty rooms in the towns.

GARLIC

Place one on the furthest grave in Camilla Cemetery to get the silver knife, drop a piece at the end of the graveyard past the ferryman and make the ferryman give you a lift, drop a piece of garlic in front of him.

WHITE CRYSTAL

This can be swapped for the blue crystal in the town of Aljiba, and that crystal can be swapped for the red crystal in the town of Aldra.

ITEMS TO PURCHASE

GARLIC, LAURELS: Town of Aljiba and Aldra.

THORNWHIP, HOLY WATER: Starting town.

MORNING STAR: Second town past ferry.

KNIFE, CHAIN WHIP: Town down first flight of steps on right of first mansion.

To give you all the items necessary to finish the game enter this code, courtesy of Sam Mahoney of Crayford in Kent.

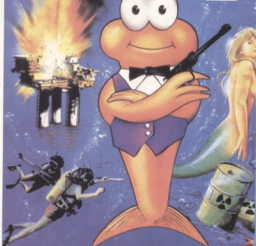
**G Q 2 1 T (Diamond sign) * Q
Z X Q V 3 Q P Q**

PGA TOUR GOLF

Cheating on a golf game sounds like something out of the files of Arthur C Clarke to me, but Chris Webster from Leicester reckons differently. He thinks that saving your position after every good shot you make is a good idea, as if you cock up your shot you can reset and reload and have another bash. "You can do this as many times as you like," comments Chris, "and you can win the tournament easily!". Well hurrah for that!



JAMES POND



Toby Manley from Wakes Colne in Essex sent in this tip to get from level one to level eleven on this bizarre underwater adventure. Once you've freed all the lobsters, go back to the entrance pipe. Go past it and jump onto the land on the far left and push down on the green ledge. That's it! Similarly, you can get to level six by pushing down on the green patch on the sea bed furthest to the left. William Gallacher from Inverclyde has found out how to get an extra life on level three - a View to a Spill. Go into the second screen where the ACME oil tanker is situated. Go to the left-hand side of the ship, dive out of the water, aim for the ACME OIL sign and you're awarded with an extra life.

UNDERWATER AGENT

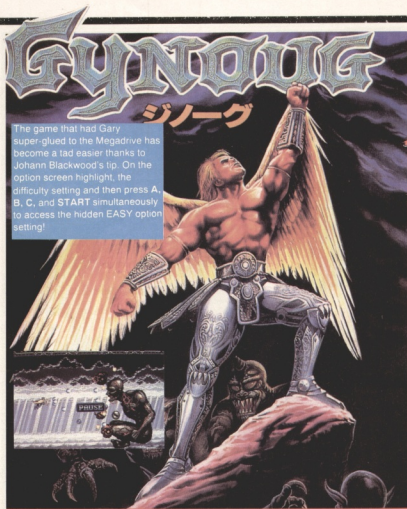


LAKERS VS CELTICS

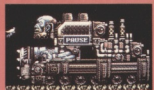


James Ward from Ravenshead sent in these codes to get you to the semi-finals - and the code is: **FLL M2G**. But if you fancy playing the Lakers against the Celtics try **FV6 C65**.





The game that had Gary super-glued to the Megadrive has become a tad easier thanks to Johann Blackwood's tip. On the option screen highlight, the difficulty setting and then press A, B, C, and START simultaneously to access the hidden EASY option setting!



One of you lot out there (it does help if you put your name and address on the tips themselves) sent in this end-of-level boss guide to this infamous beat 'em up. So here goes.

MISSION ONE: ABOBO

Just stand still and punch him four times and then throw the oil drum at him. Continue this method until he's bitten the dust.

MISSION TWO: JEFF

Keep using your lethal flying kicks on this guy, supplementing that attack with use of the box - just pick it up and chuck it at poor old Jeff!

MISSION THREE: GREEN ABOBO

Use the same tactic as mission one. This green nuttha is a bit hard, but the four punch attack coupled with lobbing the boulder at him should do the trick.

MISSION FOUR: WILLY

Follow Willy around the screen punching him mercilessly in the face as you go. Mind that you don't get caught by this guy's machine gun and bullets. Weave around said items, and continue to punch the living daylight out of him. It shouldn't be too long before he's dead and gone, so sit back and enjoy that end-of-game sequence!

WONDERBOY III

You've all seen the low-down WEST ONE 0000 000 cheat, but if you don't want to cheat your way all through the game try out these codes to get a little further. D Simeos from Chilwell came up with these goods.

LIZARD MAN: LIZC D6W EN7B PA9
MOUSE MAN: FWOD F2W AYEK 6C2
PIRAHNA MAN: E2D D2W B6EK 73U
LION MAN: THC3 YTW DE4U R5H
HAWK MAN: 9GC5 YHX XY4V TTH

These codes give you full weapons, armour, energy and charms. You also get a fat pile o' cash into the bargain!

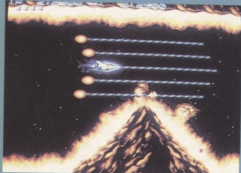
GAUNTLET

John Howard's a cunning little devil, as he's come up with these tips to get loads more scoring potential out of this game. First of all, you can double the amount of credits available to you by switching joystick after you've gone through the third credit. You're reincarnated as the other player and you can soldier on from the same point. Also, if you get to a treasure room in two-player mode, let one player go in first. This leaves the second player unlimited time in the room to get all the chests! You can get up to 66,000 points this way! Cor, lumme!





When the title screen appears, press all four buttons together quickly, until the number of credits (shown on screen) has increased to nine. This must be done very quickly before the demo mode starts. David Rozeboom from Holland sent that in. Phil and Martin Scott sent in this method of getting to the secret level. Just go to level two, get to the jellyfish then die! When you restart, watch out for the gaps in the top and bottom of the screen where the ships in bubbles come out. Wait until one of those comes out of the bottom one and move down into it. Also, hold down left and press A three times to get 29 lives per credit!



You'd have to be a bit of a spaz not to know this by now, but you can leave any level once you've entered it by pressing START and then SELECT. The only slight snag is that you have to have completed the level once before to get the tip to work.



CAPCOM

SUPER FAMICOM



Don't bother phoning us about the bogus two-player mode as published in Raze - or we might get a tad upset and shout at you a lot. But still, Danny Stevens from Stratford sent in this tip to enable you to just keep punching the punks without stunning them. Just punch them twice, turn around and punch, turn back and repeat the process. It only works with Cody, but it does also work on the arcade!



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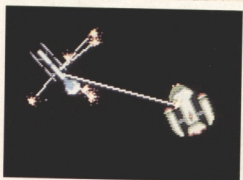
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Star Control is the latest two-player mega game to down a storm here at MEAN MACHINES - a pitched space battle between the evil Hierarchy and the brave Alliance. So, in a bulging tips special, Rich and Gaz give you the lowdown on the most lethal ships in the Alliance's fleet along with some general tricks and tactics. All being well, next month, we'll give you lot the full SP on the Hierarchy's fleet.

PLANETS AND METEORS

Making good use of the planets and meteors found in the cosmos is the key to launching an effective offensive. The planets, for example, have a strong gravitational field that the ships can skim for extra speed. If you've got a small ship, 'loitering' around the planet can be a good tactic to draw in the larger ships. They haven't got the necessary boost to escape the gravitational field and lose lots of crew members as they spang against the planet. Ships like the Arcturion Skiff (with its mercurial drive) are the best at bating ships into planets. Also, if you're being pursued by the Cheneau's Dogis or the Dreadnought's fighters, you can fly past the planet and watch as they die a hideous death on contact with the planet. A similar effect can be achieved with the meteors. Although they only need one hit to be destroyed, they do come in handy for getting rid of Dogis or fighters.



The Cruiser's Point Defence Lasers can take out four targets at a time, and is invaluable against meteors, Dogis and the Dreadnought's remote fighters.



The Vux's spores can disable any ship, but the weapons still remain active. However, sooner or later, the disabled ship should encounter a planet - and from that there's no escape!

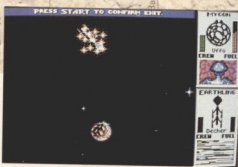
STAR CONTROL



The planets' gravity can spell doom for some of the larger ships in Star Control, like the two pictured here.



A good tactic for out-classed small ships is to hang around the planet. Their thrust should be powerful enough to counteract the gravitational pull. Larger ships do not have this advantage...



SYREEN PENETRATOR



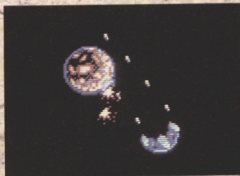
WEAPON: Particle Beam Stiletto

DEVICE: Hypnotization Field

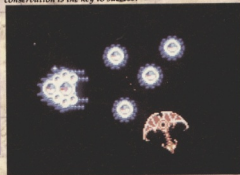
NOTES: The Syreen's amplifier projects the alien maiden's voices into the cosmos, drawing out the crew from the enemy ship. Collect these quickly to add them to your crew. Watch out for craft that are powerful in close-range combat - the Syreen isn't a very good defensive ship.

THE ECONOMY DRIVE

Check out the ships stats at the beginning of the game to get up your ships' fuel levels and refuelling capabilities. Most ships have their weapons and special devices linked in to the fuel level. This is especially important for ships like the Yehat Terminator (see below). If you're going in close for that assault and use all your fuel on firing, you'll have none left for the special device (in this case, the shield) and you'll doubtlessly be fried! Get the balance right. The Umgh Drone, for example takes an age to refuel - but it gets all its fuel back in one go. Others, like the Earthling Cruiser get fuel back more steadily. Some ships, like the Syreen, don't have the main weapons linked to fuel, so you can fire at will. The golden rules are: **KNOW YOUR SHIPS AND CHECK THE STAT SCREENS!**



The Mycon is entirely powerless against the shield-carrying Yehat Terminator - as long as the latter keeps enough fuel on-board to operate the shield! This type of fuel conservation is the key to success!



The Hierarchy's Klingon-like Ilurath Avengers carries a cloaking device that can completely fox the likes of Dogis, guided missiles and Afterburner missiles. Watch out!

A Hierarchy Vax gets the Syreen treatment! The Syreen can deprive a ship of its whole crew - bar one final member. Here, the weak laser cannon is used to finish the job.



The Arilou's homing laser out-classes the Ilurath's slow, short-range offense systems and shouldn't pose that much of a problem. Watch out for the Ilurath's cloaking device - the Arilou laser cannot home in on an invisible target!



Not exactly a likely scenario: Ilurath takes out Yehat! The fuel consumption factor is the only worry the Yehat really has (until it meets the Ur-Quan Dreadnought!).

ARILOU SKIFF



WEAPON: Auto-aiming Laser Weapon

DEVICE: Short-range Hyperdrive

NOTES: Although the Skiff's crew level is alarmingly low, this ship is one of the best in the Alliance fleet! Amazingly nippy, this craft's auto-aiming laser can even be fired in one direction when you're zooming off in the other. But beware: one hit from the Dreadnought's cannon means instant death! Remember to leave enough fuel over to activate that hyper-drive or your Skiff-related antics will meet with an untimely end. So watch it.

TIPS



SCREEN BOUNDARIES

Often, if your prey is a lot faster than you and is cackling his pants with fear, it's not worth trying to chase him. Instead turn 180 degrees and head in the opposite direction. Just like the ageing coin-op Space Wars, space wraps around in Star Control. This is also handy to know when you're firing missiles off. Often, long-range attack craft have a better chance of hitting your enemy if they fire in the opposite direction - off the screen!

MMRNMHRM TRANSFORMER



WEAPON: Laser Cannon/Afterburner Missiles

DEVICE: Transformer

NOTES: The X-Form is an excellent long-range fighter. The missile-firing form is best for most attacks although it can't turn very well, while the close-range model only really comes in handy for turning around. The amazing speed of the long-range model enables this ship to deal with the fearsome Dreadnought and its bothersome fighters with relative ease. Its speed can cause problems though, especially when there's a planet in the area.

CHENJESU BROODHOME



WEAPON: Photon Shards

DEVICE: Dogis

NOTES: A good, long-range craft that can annihilate many of the smaller ships with its long-range mine-like Photon Shards and fuel-draining Dogis. But keep this massive ship away from planets - its tiny boost power makes breaking free from the gravity very difficult. Also suffers if in short-range combat with a smaller ship.

If you're stuck in a dungeon, or a boss is getting the better of you, send in your problem to Jazza Rignall here at the Helpline, and he'll try to use his vast console-gaming experience to help you out. Send your query to TIPS HELPLINE, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGTON LANE, LONDON, EC1R 3AU. Please make sure it states TIPS HELPLINE very clearly on the envelope or the post-sorting minion gets all confused and has to lie down in a darkened room. Ta!

Oh, and by the way, when you write in, don't forget to say exactly what the game is (you'd be surprised how many don't) and the machine it's on. Also, try to be specific about where you're having trouble. Don't just say, "I'm stuck in Teenage Mutant Hero Turtles, please help" or we won't be able to answer.

Finally, can we just make it completely clear that we NEVER, EVER give personal replies, even if you do send a stamped, addressed envelope. Sorry, but if we answered every letter we got we would never have time to write the mag.

WE WANT MEGAPLAYERS

If you're a gaming genius, why not put your name forward for the MEAN MACHINES Tips Helpline. Just write in with your name and address and tell us which games you're good at. We'll print your details in the magazine so that other fellow players can write to you for help - you might even make new friends!!! The place to send all your Tips Helpline letters is:

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TIPS HELPLINE

SHAGGED IN RYGAR

Dear Jaz,
Please could you tell me how to beat the end-of-game guardian in Rygar - I simply can't do it and keep on getting completely shagged.

Also, I recently got Black Manta and have similar problems on that. I hope you can help me.

Andrew Morgan, Dorset

JAZ: Use attack and assail, recover, and toot your flute

every now and then to get the guy cheesed. If you do badly, you can always break off the battle and hunt through the castle for more potions.

NINJA AGAIN

Dear Jaz,
I recently bought The Ninja. The problem is that I can't find all the scrolls, and keep going around and around the game. Pleeeeeeease tell me where the scrolls are.
Elliot Wallis, High Wycombe, Bucks

JAZ: I've already done this, but I keep on getting letters about it, so I'll repeat it again. The first is on screen one - kill the ninja and it appears. The second is on screen four - shoot the dog statue five times. The next is on screen six in the first Samurai house by the moat on the left of the screen. Cross the bridge and shoot the corner of the house to the left of the bush and it appears. Next is on screen eight - go through the entryway to the open field, shoot the last bush towards the back of the wall and, as if by magic, the scroll appears. On screen nine, crawl up the way staying on the right side, go past the rock holes and fight the boss, but do not kill him. Leave him and go to the right of the screen (almost above the far right rock hole) and the scroll appears. Now kill the boss. On screen ten, walk along the middle of the stone grey walkway to the stairs onto another walkway. There are bushes on the right and bushes with grey statues on the left. Go to the last grey statue, punch it three times and disappear three times. A message appears and you move onto the maze round - complete this level and you finish the game.

HELL'S BELLS HELLFIRE



HOW MANY WORLDS?

Dear Jaz,
I'd like to know exactly how many worlds there are on Super Mario 4. I've done 95 and can't seem to find any more.
Danny Stevens, London E15
JAZ: You've got one more to bet - there are 96 in all. And I bet it takes you a-a-a-ges to find it.

MEGADRIVE MEGAPLAYERS

Ah! A Megadrive Megaplayer. If you've got yourself into a fix on ESWAT, DJ Boy, Golden Axe, Final Blow, Super Shinobi, Super Real Basketball, World Championship Soccer or Mr Komatsu, write to Jack Kennedy, 74 Esmond Road, Chiswick, London, W4 1JF. Alan Frost is a Megadrive player par excellence. He knows Golden Axe, Moonwalker, Rambo III, Batman, Forgotten Worlds. Write to him at 1 Huntspiel Cott, Brunswick Road, Deepcut, Camberley, Surrey, GU16 6RT.

If you're a Megadrive player in dire straits, why not get into contact with Paul Bristow, 60 Plaxtol Road, Erith, Kent, DA8 1NL. He's an expert on Ghosts 'n' Ghosts, Thunderforce III, Psycho Fox, Operation Wolf, Super Real Basketball, World Games, Forgotten Worlds and Strider.

Paul Haseldine stresses that he is a truly star player who's willing to give any tips on Ghosts 'n' Ghosts, Super Shinobi, Altered Beast, Thunderforce III, ESWAT and Forgotten Worlds. Write to him at 2 Ilkeston Road, Stapleford, Notts, NG9 8JL.

If Forgotten Worlds, World Soccer, Super Monaco GP, Super Hang-On or Altered Beast are giving you hassle, write to John Kaye, 3 Brookfield, Penistone Road, Kirkburton, Huddersfield, W Yorkshire, HD8 OPE.

"I'm a mega, mega, mega cool dude" reckons Danny Crystal and reckons he'll give red hot tips to anyone stuck on Moonwalker, Super Shinobi, Shadow Dancer, DJ Boy, Mickey Mouse, Wonderboy III, Cyberball, Alex Kidd, ESWAT, Super Real Basketball, World Soccer, Ghostbusters and Strider. Interested? Then write to him at 20 Meath Close, St Mary Cray, Orpington, Kent, BR5 2HF.

Need help on Ghostbusters, Golden Axe, Forgotten Worlds, Super Hang-On, Arnold Palmer's Golf, Strider, Revenge of Shinobi, Ghosts 'n' Ghosts, Altered Beast, Populous, Last Battle, Space Harrier II, Truxton or Thunderforce II and III? Write to D Ellox, Gweller

Roseworthy, Camborne, Cornwall.

This guy has certainly played a lot of games and is offering help on Air Diver, Altered Beast, Budokan, Forgotten Worlds, Ghosts 'n' Ghosts, Golden Axe, Insector X, Moonwalker, Mystic Defender, Phantasy Star II, Populous, Rambo III, Super Shinobi, Space Harrier II, Target Earth, Truxton, Whip Rush and Zany Golf. He's Greg Martin of 8 Duchray Drive, Ralston, Paisley, Scotland, PA1 3BW.

SEGA MEGAPLAYERS

The games that T Abdo of 37 Blackwood Rd, Streety, W Mids, B74 3PL is offering help on are Fantasy Zone I and II, Alex Kidd in Miracle World, Golden Axe, Psycho Fox, Spy Vs Spy, Double Dragon, Basketball Nightmare and Dead Angle.

Michael Long from 104 Whalley Avenue, St Helens, Merseyside, WA10 6PS can help anyone stuck on Altered Beast, Vigilante, Golden Axe, Chase HQ, Double Dragon, Thunderblade, Hang-On, Wonderboy III, Safari Hunt, Marksman Shooting and Action Fighter.

Alf Alex Kidd in Miracle World, Wonderboy II or III, Psycho Fox, Chase HQ, R-Type or Rampage are providing trouble, contact Thomas Varlow, 75 Greenshaw Drive, Haxby, York, YO38 9D.

A pair of Megaplayers willing to help out on Sega games are Nigel Wykes and Steven Fowell who live at 64 Salisbury Road, Gravesend, Kent, DA11 7DE. They're experts at RC Grand Prix, Vigilante, Dynamite Dux, Shinobi, Golden Axe, Double Dragon, Rastan, California Games, Enduro Racer, Chase HQ, Pro Wrestling, Kung-Fu Kid, Psycho Fox, Wonderboy III and Altered Beast.

Carl Busby is a pretty good player. His specialised games are: Alex Kidd and the Lost Stars, Altered Beast, Spy Vs Spy, Basketball Nightmare, Psycho Fox, Pro Wrestling and Wonderboy III. If you need any help on those games, write to him at 293 Western Avenue, Acton, London, W3 0PP.

If you're stuck on Y's, Spellcaster, Phantasy Star, Ghostbusters, Rambo III, Rampage, Alex Kidd in High-Tech World, Wonderboy I, II and III, Golleviell, Shinobi, Psycho Fox, Kung-Fu or RC Grand Prix, why not write to Mark Betts, Cobblers, Chapel Road, Lower Southrepps, Norwich, Norfolk, NR1 1BW?

A Sega Master System Megaplayer who knows a wealth of games is Robert Williams of 42 Kenneth Road, Chadwell Heath, Romford, Essex, RM6 6LL. He knows Psycho Fox, Golden Axe, Rastan, R-Type, Wonderboy III, World Soccer, Shinobi, Thunderblade, Alex Kidd and the Lost Stars, Dynamite Dux, Aztec Adventure, Outrun and California Games. If you're stuck on any of those games, why not write to him?

Any one who needs help on Basketball Nightmare, California Games, Golden Axe, Rastan, Shinobi, Vigilante, World Soccer, Super Tennis or Rescue Mission can write off to Paul Hanson, 37 Penhurst Road, Ipswich, Suffolk, IP3 8QY.

Calvin Holbrook of 3 Wilton Road, Shanklin, Isle of Wight, PO57 7DA is a Sega Megaplayer, and is offering advice to anyone who writes to him. He knows Wonderboy I, II and III, Alex Kidd in Miracle World, Ghost House, Phantasy Star and Alex Kidd in High-Tech World.

If you're having hassle with any of these Sega titles: Afterburner, Outrun, Choplifter, Double Dragon, Captain Silver, Wonderboy II, Enduro Racer, Vigilante, Rampage, California Games, Miracle Warriors, Scramble Spirits, My Hero, Fantasy Zone, Alex Kidd in Shinobi World or Global Defence, write to Hassan Said-ude, 8 Caburn Road, Hove, East Sussex, BN3 6EF.

Another Megaplayer volunteer is James Smith, 28 Balcarres Road, Musselburgh, East Lothian, Scotland. He's a whizz on the following Sega games: Choplifter, Afterburner, Alex Kidd in High-Tech World, Rambo III, Double Dragon, Wonderboy, Bomber Raid and Kung-Fu Kidd.

NINTENDO MEGAPLAYERS

If you live in Berkshire or thereabouts, Peter Nightingale, 44 Melling Close, Lower Early, Reading, Berkshire, RG6 2XN might have the answers you're looking for. He knows the following Nintendo games - Trojan, Super Mario Bros, Soccer, Tiger Heli, Xevious, Airwolf and Skate or Die.

Nintendo players can ask Carl Busby for help. He knows Ghosts 'n' Goblins, Megaman, Balloon Fight, Rygar, Super Mario II, Excitebike and Batman. Write to him on the address above.

Another Nintendo Megaplayer is John Molnar of 64 Champion Close, Rowatts Hill, Rowatts Hill, Leicester, LE5 4EX. He's an expert on Super Mario Bros I and II, Batman, Cobra Triangle, Pro Wrestling, Track and Field II, Gunsmoke, Life Force, Rush 'n' Attack, Tennis and Gradius.

Paul Brown of 97 Windmill Hill, Enfield, Middx, EN2 7AJ is offering super tricks and tips to anyone who writes to him concerning Bionic Commando, Blades of Steel, Bubble Bobble, Castlevania II, Simon's Quest, Double Dragon, Lee Trevino's Fighting Golf, Legend of Zelda, Megaman, Megaman II, Metal Gear, RC Pro Am, Super Mario Bros, Super Mario Bros II, Teenage Mutant Ninja Turtles, Tetris, Tiger Heli and Zelda II.

Don't forget - and this is very important indeed - if you write to a Megaplayer, make sure you enclose a stamped addressed envelope for your reply, or you won't get one. Okay?



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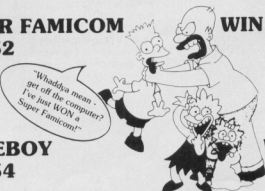


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Data East have taken one of the most popular games of the early eighties, dusted it down and released a brand, spanning new version for the Nintendo! Yes indeed, after a seven year absence, Boulderdash is back!

The game involves a tiny little miner called Rockford, who's on the look-out for jewels. Rockford likes jewels you see, and it's his life's ambition to have a suitably massive collection of such glittering crystalline items. To this end, he's decided to visit a number of mines across four remote worlds - all of them teeming with massive diamonds! The only problem is that each of these mines is a potential death trap, with plenty of boulders at the ready to crush the life out of poor old Rockford.

The action is displayed Dig Dug-style (remember that classic coin-op?), with Rockford travelling the four-way scrolling mines digging out earth to reach the jewels, looking out on the way for the evil sprites intent on depriving Rockford of one of his lives. The main problem comes in the form of the boulders. Dig some earth away from underneath the boulders and they'll fall. Rockford can rest boulders on his head, but if they drop a distance onto his unprotected scalp, it's curtains! Although Rockford can collect jewels, if these fall on his head, a similarly hideous death befalls him.

There's a time limit for each sub-level, and it's Rockford's objective to collect a certain amount of jewels and find the exit.

BOULDER DASH



▲ Collecting the jewels is made difficult by enemy sprites.



MAPS OUT FOR THE LADS



Before the level begins proper, Rockford appears on a map screen, where can choose any particular sub-level he wants. The only condition is that Rockford completes all four of these smaller levels before he's transported to the next island. To make things easier, a password feature has been incorporated so you can by-pass the levels you've previously conquered.





▲ Rockford's hanging tough.

◀ Entering the chambers of terror.

Out of danger... for the moment. ▶



FAUNA AND FUNGI

A lot of the time, the diamonds aren't just waiting to be collected - Rockford has to earn them. Sometimes, there aren't any jewels at all, and this is where the problems start. Fortunately, if the enemy sprites have

boulders dropped onto their heads they turn into a stack of jewels. Some levels are populated by a multiplying mass of fungi; lead the enemies into it and they're immediately turned into diamonds! Collect these, and run for the exit!



RICH

with the classic playability (thankfully, Data East have left this largely the same) of the older 8-bit versions and we've got an extremely impressive title. Boulderdash is a trip down Memory Lane for me, mainly because the maps are identical to the old C64 original - and all the old tactics work too! In all, a great game that should have you digging away on the NES for ages to come.

Watch out for the ever-hungry fungi!

◀ This chamber's full of booby traps. ▶

COMMENT

Boulderdash was one of my fave games on the C64, and it holds a similar place of honour in my Gameboy collection. Now, Nintendo have seen fit to release a new, improved version on the NES and it's completely skillful!

Boulderdash was never a game to impress graphically, but Data East have spruced up the original game with more variety in the backdrops and better sprites. Combine this



Here's level 1-3! ▶ with our friends



ROCKFORD'S TECHNICOLLOUR DREAMCOAT

He may not sing like Jason Donovan (thank God), but Rockford's mining overalls have the amazing ability to change colour at your command whenever you visit the map screen. So it's possible to colour co-ordinate Rockford with the scenery!



▲ Squash the sprites for extra jewels!



▲ Rockford looks for jewels!



▲ Level 1-1 Isn't very dangerous.



▲ A pensive moment for Rockford.

COMMENT

It might be over six years old, but Boulderdash is still as fresh as ever. Data East have improved the graphics and added a neat front end, but have retained the same maps and gameplay that made the C64 version one of the classic games of all time. It's massively addictive, calling on arcade skills and fiendish puzzle-solving in a way that draws you totally into the game. You shout with frustration as a wrong move results in Rockford being buried under a pile of boulders, then yell victoriously when you work out how to get those last few diamonds and finish the screen! Boulderdash is one of the greatest games ever written - if you want a summer of glorious play, treat yourself to a copy as soon as possible.

JULIAN

It might be over six years old, but Boulderdash is still as fresh as ever. Data East have improved the graphics and added a neat front end, but have retained the same maps and gameplay that made the C64 version one of the classic games of all time. It's massively addictive, calling on arcade skills and fiendish puzzle-solving in a way that draws you totally into the game. You shout with frustration as a wrong move results in Rockford being buried under a pile of boulders, then yell victoriously when you work out how to get those last few diamonds and finish the screen! Boulderdash is one of the greatest games ever written - if you want a summer of glorious play, treat yourself to a copy as soon as possible.



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RELEASE DATE: DATA EAST

GAME DIFFICULTY: 34.95

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CONTINUES: INFINITE

SKILL LEVELS: 1

RESPONSIVENESS: FAST



PRESENTATION 90%

Lively presentation screens, and polished action.

GRAPHICS 75%

Pretty simple, but there's loads of different graphical styles crammed in and some nice sprites.

SOUND 78%

Jolly tunes and effects that serve to enhance the atmosphere.

PLAYABILITY 93%

The classic jewel-collecting, boulder-dodging action makes it to the NES in style.


LASTABILITY 92%

Plenty of levels for Rockford to conquer, and very enjoyable they are too!

OVERALL 92%

One of the most original, classic games ever makes it to the NES. Check it out!

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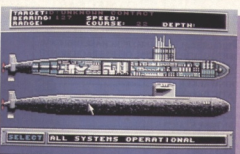


REVIEW

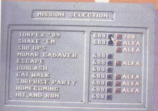
Spying's a funny old game, and when it comes to sticking your nose into other people's under-sea business, there's nothing like a good sub to get the job done. The Russians seem to subscribe to this point of view, because all intelligence points to a number of ALFA-class Soviet subs infiltrating friendly waters.

Enter the American 688 Attack Sub, one of the most fearsome US subs ever to roam the oceans. These fine submarines are just the ticket for patrolling friendly waters, escorting any foreign sea-farers 'who just happen to get lost' out of restricted areas. The 688 also has a lethal line-up of powerful torpedoes at the ready should any situation turn nasty.

This in-depth simulation enables players to take control of either the eponymous 688 or the Russian ALFA across a number of missions ranging from a simple training exercise to all-out sub-aqua war!



A sub in perfect working order. Watch out for a breach in the hull - this means your end is nigh!



The list of missions available in 688 Attack Sub. Pretty cryptic titles eh?

MEAN MACHINES 48



JULIAN

Usually, games like 688 Attack Sub aren't my cup o' tea, with far too much fiddling around and not enough large explosions and gratuitous violence for my liking. But this one has a gripping atmosphere which draws you into the action and keeps you playing. It's quite tricky to get to grips with, and the instruction manual has to be read properly, but once you embark on a mission and start making progress and sinking enemy boats (not friendly ones like I did), it becomes very enjoyable. If you're looking for an unusual and engrossing game with plenty of lasting appeal, have a look at this.

IT'S MECHANICAL, IT'S BIOLOGICAL

Your sub is only equipped with a small amount of torpedoes and warheads, so firing off missiles any old how isn't good enough. You could hit a friendly vessel, or a biological target (probably a whale!). When a blip appears on your sonar, the best thing to do is to hop across to the radio room where a computer study of your target can find out exactly what it is. Alternatively you could use your periscope and your own eyes to check out the situation - should your target reside on the surface.



The sonar room. Target all blips and let the sonar computer analyse them for a positive ID.



COMMUNICATIONS

This cool guy takes care of communications. Checking in with HQ at the beginning of your mission provides you with your orders. Simply by raising your antenna these orders can be reviewed at any time during the game.



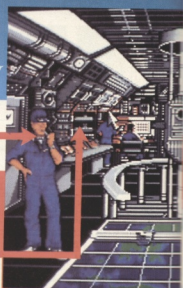
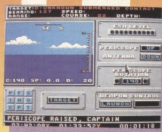
DAMAGE CONTROL

This area of the control deck is used to check on the damage your sub has sustained during the mission.

PERISCOPE



This impressive periscope is used to check out the area immediately around the sub. If you're too deep to use the 'scope, you're automatically given a sonar view of the sea bed.



8 CK SUB



SELECT TARGET! TARGET ACQUIRED!

688 Attack sub is an 8-meg cartridge, which may sound quite surprising considering that the game doesn't have much in the way of sophisticated graphics or immensely varied gameplay. However, use the VOICE ON option and the mystery is solved. The game is packed with sampled speech, which is supposed to be your crew reporting to you what they've just done (this does sound a bit pointless considering you tell them what to do to begin with). Should you choose the Soviet sub, all of the speech is changed into the fluent Russian (well, that's what it sounds like, anyway).



WEAPONS CONTROL

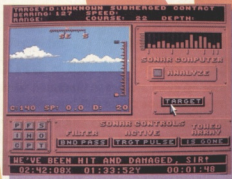
The torpedo control area! Here, the 688's tubes are loaded up with various missiles, but be careful because missiles are in short supply.

SONAR

This door leads to the radio room. Here, all the sophisticated sonar tracking equipment is housed ready for use. Unidentified sonar blips can even be analysed by the sonar computer for identification!

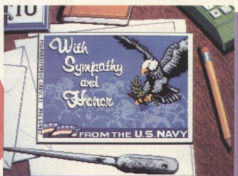
MAP ROOM

The main maps area is used for setting up way-points and checking out targets' movements. There's also a time compression option here, which when enabled, takes all of the tedious out of a long journey.



It's a hit! The control room is bathed in a red light as the sub goes on full alert!

MEGADRIVE REVIEW



Oh dear. You've kicked the bucket, and the Navy send your family a postcard. Perhaps a few medals might have gone down well...



The first mission briefing, as received in the Communications Room.



MAPS AHoy!

Most of the individual sub screens show the same sonar map of the play area. A quick press of the C button brings up more details on the sonar screen, whilst many options exist to zoom in or out of the map screen or alter the sonar picture. This is the place to lock-on to any target before letting loose with the torpedoes.



A periscope view of the surroundings. The sub's surrounded by destroyers, but don't worry - they're the good guys!

GIVEN ALFA CHANCE

Make sure you've got your English-Russian dictionary at hand when you select the Russian ALFA sub because all of the controls are labeled in Russian! This means that getting used to this somewhat old-fashioned sub is made all the more difficult. What makes the situation even more bizarre is the fact that you still receive your orders in English...



A torpedo has reached its target! A destroyer meets with missile annihilation, but there's more where...



Mission completed! The Admiral passes on his regards to your fine crew for completing the mission so well. But things get tougher by the next mission...



The sonar room of the ALFA-class Russian submarine. Note the Russian labels for each control.

COMMENT



RICH

pointless (it doesn't even sound human, in fact it wouldn't sound out of place on my new Kraftwerk CD!), but what really annoys me is the Russian text when you choose the soviet sub - it's incredibly pointless and really lets the game down. As sims go, 688 is quite tense and atmospheric, and there's a good challenge in there as well - I found that completing even the first real mission was quite difficult. If you're after something different and longer-lasting for your Megadrive, 688 Attack Sub is a must.

688 ATTACK SUB



PRESS START BUTTON TO BEGIN MISSION SELECTION
© SEGA 1991

BY: SEGA

PRICE: £39.99

RELEASE DATE: TBA

GAME DIFFICULTY: TOUGH

LIVES: 1

CONTINUES: 0

SKILL LEVELS: 2

RESPONSIVENESS: DECENT



PRESENTATION 61%

Pretty sparse in the way of presentation screens, and the inclusion of foreign text when playing the Russian sub is a real pain.

GRAPHICS 81%

Nothing special, but the functional screens serve their purpose quite well.

SOUND 79%

Robot-like sampled speech and sparse effects. No music at all.

PLAYABILITY 86%

After a while controlling the sub is second nature and there's good fun to be had blowing away enemy ships and subs.

LASTABILITY 85%

Plenty of tough and challenging missions to complete, with two difficulty levels and a choice of subs as well.

OVERALL 84%

A decent enough simulation, but lacking slightly in the thrill stakes to really hit the mark.

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RATING SYSTEM

Here at MEAN MACHINES we are committed to giving you the most in-depth console reviews. Here's how they work.

GAME DIFFICULTY: This tells you how easy or tough the game is. If you're a novice player, easy games should keep you happy. If you're a veteran joystick-jockey, medium or hard games are recommended.

LIVES: Tells you how many times can you die and still return from the grave.

CONTINUES: Tells you how often you can restart from where you died. Beware: too many continues can allow you to finish the game too quickly, and seriously damage your enjoyment.

SKILL LEVELS: Many games let you fix the difficulty level for yourself, so you can increase the challenge if you get good at it. This tells you how many skill levels there are.

RESPONSIVENESS: Is it humanly possible to avoid that mutant's death-beam, or does the joystick refuse to obey your frantic commands? This section lets you know!

PRESENTATION: This is an important part of any game. Are the instructions clear (and in English)? Do the option screens make sense and look pretty? Is the screen well laid out? Is there plenty of in-game info? This rating tells you all.

GRAPHICS: This includes not only the quality of the sprites and their animation, but the backgrounds as well. Graphics are judged not only on their prettiness, but on how well they are suited to the game.

SOUND: The difference between a booming, catchy intro tune and a few weak beeps that sound like a dying Spectrum is indicated here. Music and effects can make a big difference to a game, so don't ignore this factor.

PLAYABILITY: Some games you just can't stop playing, no matter how late at night it is. This measures the addictiveness of the game, and how much you'll think about it - even when you're not playing it!

LASTABILITY: You don't want to spend your cash on something that will only last a week. Check this box out to judge if you are going to be playing it in a month, or be bored with it within a week.

OVERALL: This is it. This mark takes into account all the above ratings and acts as a guide to the game's overall quality. If a game scores over 90%, it's a Megagame and is well worth buying!

PLAYERS: Simply tells you how many players can play the game - either simultaneously, or one after the other.

GAME TYPE

These nifty icons show you what sort of game it is - here's the full list:



SHOOT 'EM UP



PLATFORM



BEAT 'EM UP



DRIVING



SPORTS



ADVENTURE



SIMULATION



PUZZLE



ARCADE

MARKS

90+ A MEAN MACHINES MEGAGAME! A completely superb game which shouldn't be missed.

80-90

A very, very good game which just misses out on the Megagame award due to minor deficiencies. Definitely try it.

66-79

A pretty good game which should still appeal to fans of the genre.

45-64

An average game - might disappoint some fans.

30-44

Below average. Very few players will get much entertainment.

11-29

A very poor game indeed which will only be played a few times before being shelved.

14-

An utterly ghastly travesty which should be avoided at all costs.

AWARDS

MEGAGAME

When you see this on a review, it means that the game has gained the highest award MEAN MACHINES can bestow. And if the game is for your machine, you better start saving for it now!



CLASSIC

This is given to a golden oldie which MEAN MACHINES decides to review. Although the game has been out for a while, if you haven't got it in your collection, you're missing out.



BY: TRONIC ARTS
PRICE: £39.99
 RELEASE DATE: JAN
 GAME DIFFICULTY: MED/HARD
 LIVES: 3
 CONTINUES: 1-5
 SKILL LEVELS: 1
 RESPONSIVENESS: GREAT

1-2 PLAYERS

PRESENTATION 91%

The game is very well presented, with plenty of options. Nice presentation screens as well.

GRAPHICS 91%

A nice variety in all the backdrops and sprites.

SOUND 72%

Decent enough effects, but the tones are slightly lacking.

PLAYABILITY 87%

Plenty of really decent shoot 'em up thrills on offer - shame about the extra weapons though.

LASTABILITY 81%

The two-player option keeps the shoot 'em up high, and in the single player mode there's plenty of long-term challenge.

OVERALL 85%

A tough and addictive vertical shooter, which could have done with some better power-up weapons. Recommended to hardened blasting fans.

FORMAT

This icon tells you what type of cartridge the game is on - here's the full list:



SEGA



NINTENDO



MEGADrive



GX4000



GAMEBOY



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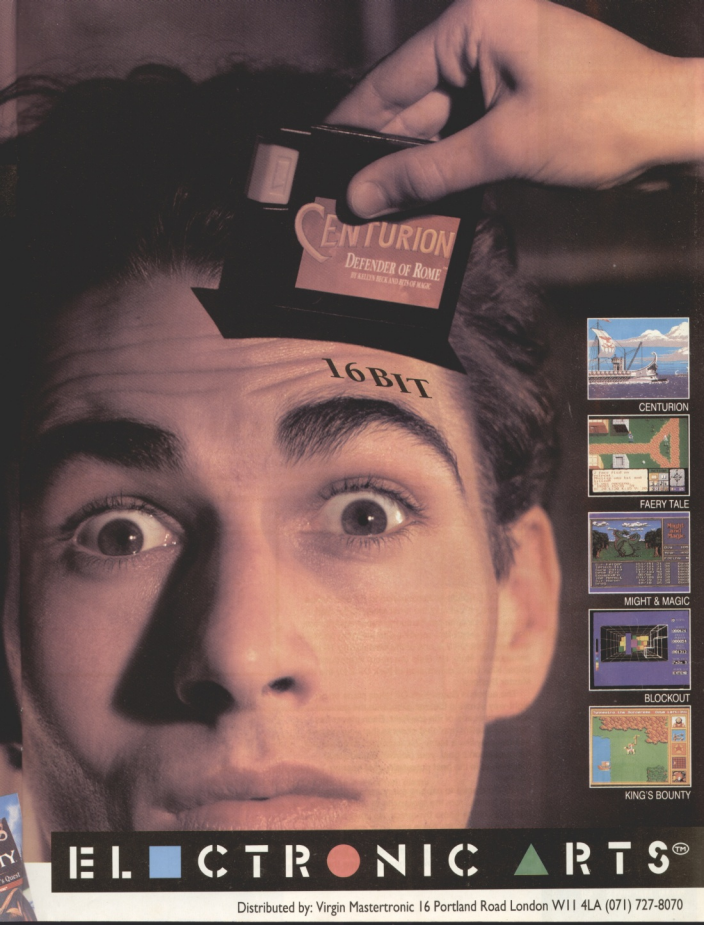
In "The Faery Tale Adventure"TM being one human being against the Evil Necromancer, isn't nearly enough. So you get to be three whole brothers, fighting multiple enemies in real-time combat.

With "Might & Magic - Gates to another world", you're now eight role-playing characters, scheming your way past 96 spells on a 100 "hard-core" missions to save the World of Cron.

Finally in "King's Bounty"TM, you're back to being one person again. But you do have four continents to cross and hundreds of battles to wage against 25 villainous fantasy creatures, before you can claim the Sceptre of Order.

Try them out today and take a fitting for the straight-jacket at the same time.





CENTURION
DEFENDER OF ROME™
BY RALPH BUCK AND BETH OF BUCK

16 BIT



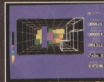
CENTURION



FAERY TALE



MIGHT & MAGIC



BLOCKOUT



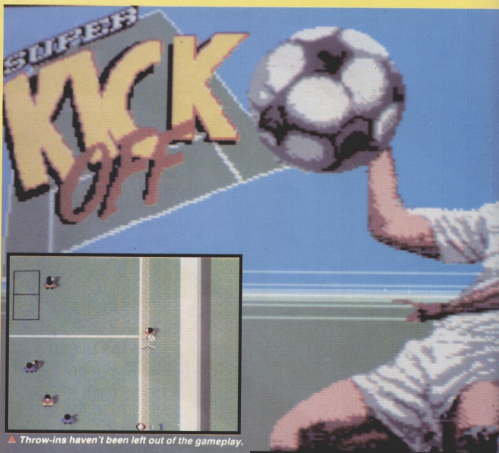
KING'S BOUNTY

ELECTRONIC ARTS™

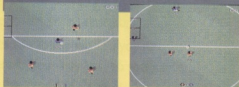
Distributed by: Virgin Mastertronic 16 Portland Road London W11 4LA (071) 727-8070

PREVIEW

SEGA



▲ Throw-ins haven't been left out of the gameplay.



Kick Off 2 needs no introduction to ST and Amiga owners - it's simply the most amazing football simulation in existence! Featuring super-realistic ball movement, mega-fast scrolling and amazing addictive qualities, Kick Off 2 is one of the best-selling 16-bit games ever. Now, US Gold are about to produce Super Kick Off, a conversion of Kick Off 2 for the Sega Master System!

The action in Super Kick Off takes place on an eight-way scrolling football pitch, with the goals at each vertical end of the playfield. Each player has "artificial intelligence" that ensures that your players actually play like a team. For example, if you're near the opposition's goal, your players should place themselves in the best potentially goal-scoring position!

US Gold hope to capture every aspect of the 16-bit wonder game, from the avalanche of options to the last detail of the game dynamics. As you can see from the screen shots, the Sega version is graphically very similar, but as players of the 16-bit game know, it's the playability that makes Kick Off 2 so great. We'll be giving you the full rundown when we review the game this Autumn...





HOW DO YOU LIKE IT?

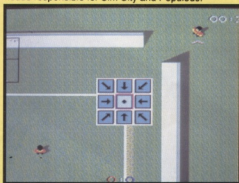
There are plenty of different options ranging from the length of each half to the speed of the simulation and the option of one or two-player action. A whole host of different match-types are available including a series of league fixtures, international matches, practice matches and even friendlies!

NAME	POSITION	
BRADY	KEEPER	1
PERRIN	KEEPER	1
GOODWIN	DEFENDER	1
BOYNTON	DEFENDER	1
TALBOT	DEFENDER	1
KIDMAN	DEFENDER	1
MORGAN	DEFENDER	1
MAYALL	DEFENDER	1
COOPER	DEFENDER	1
RYDELL	DEFENDER	14
MORTON	DEFENDER	11
FRINCE	DEFENDER	11
INMAN	DEFENDER	4
BECKMAN	DEFENDER	7
TARNEY	DEFENDER	7
SHAW	DEFENDER	7
GERSET	FORWARD	9
WOODLEY	FORWARD	9
PETERS	FORWARD	10
EVANS	FORWARD	10
LITLER	FORWARD	10

▲ OFF! Foul! Come on, ref! Send 'im off!

SUPER FAMICOM KICK OFF

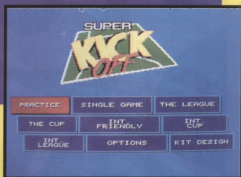
As exclusively revealed a few months back in MEAN MACHINES, a Super Famicom version of Kick Off is currently being programmed in Japan. Entitled Pro Soccer (there's already a game called Kick Off over there, see) it promises to be completely brilliant! It's being put together by Imagineer, the programming house responsible for Sim City and Populous!



▲ Name your team and decide the match strategy.

LIFE'S A PITCH

Just like the Amiga version, there are four different pitches in Super Kick Off. These are normal, plastic, soggy and wet. Although there was no graphical difference between the pitches in our pre-production cartridge, the effect is definitely felt when you're kicking the ball around. For example, the ball doesn't bounce that much at all on a soggy pitch. To make shots that bit harder, the wind level can also change from a pleasant breeze to a mighty hurricane - guaranteed to send the ball wildly off course!



THE SECRET OF KICK OFF

The secret ingredient of Kick Off was the amazingly realistic ball control. Previous soccer games on all systems (even the arcade games) had very unrealistic ball action - in fact, the ball itself stuck to the player's foot, taking all of the skill out of controlling the ball. There's no such cop-out in Kick Off. Even dribbling the ball is a test of skill!



▲ Shoot! Aw! Yer a great, wet lettuce.



BY: US GOLD
PRICE: £TBA

RELEASE DATE: TBA
GAME DIFFICULTY: MEDIUM
LIVES: 1
CONTINUES: 0
SKILL LEVELS: 5
RESPONSIVENESS: GOOD



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COMPUTER TRADE WEEKEND
ELSPA



PRESENTATION 100%

Excellent. Superb graphics so much to do and see.

SOUND 100%

Loud, furious and fun!

PLAYABILITY 100%

Play all your favourites plus all the latest games and equipment. Enter the competitions and challenges - prove you're the best.

EXPERIENCE 100%

Sold out last year - don't miss it this time.

LASTABILITY 100%

From am to pm for 3 days, you'll need stamina to complete the whole show - have you got what it takes?

VALUE 100%

You won't have more fun for your money!

OVERALL 101%

Highly recommended. You can't beat it!



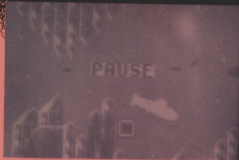
In this Gameboy conversion of the decent Sean Connery movie, the player takes control of the Red October sub itself in all-out bid to escape to the West from the clutches of the Russian navy. Obviously, the Russians are more than a tad anxious to get their hi-tech sub back and have dispatched their greatest naval heroes to bring the Red October back to port. But the US don't have any idea of the Red October's good intentions of defection and they're out to blow the sub to smithereens too!

The action is displayed on an eight-way scrolling sub-aqua environment, where the Red October is set upon by naval forces using all sorts of depth charges and guided missiles. The objective is to travel to the end of the level, scooping up extra missiles on the way. An end-of-level guardian arrives to dish out some aggro, but once he's out of the way, the sub-aqua carnage continues on a new level.

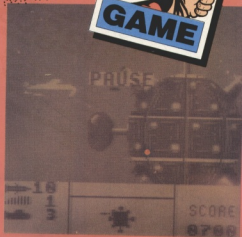
THE HUNT FOR RED OCTOBER



Your submarine is equipped with two types of missile. The first just fires straight in front of the submersible, whilst the second type of missile is radar-guided. The Red October also has a special cloaking device activated with the SELECT button. But beware, for the device only has a certain number of charges, and the supply is very low indeed.



▲ The Red October kicks submarinal ass!



NINTENDO £19.99

RATINGS

PRESENTATION	88%
GRAPHICS	87%
SOUND	88%
PLAYABILITY	92%
LASTABILITY	89%
OVERALL	90%



COMMENT



RICH

A fine sub-aqua shoot 'em up without a shadow of a doubt! The Hunt for Red October features superb playability, excellent graphics and sound. It's simply a brill blast that more than deserves a place in your collection!

COMMENT



JULIAN

Requiring pin-sharp arcade skills, The Hunt for Red October is a challenging, action-packed shoot 'em up with neat graphics, great tunes and loads of explosions. If you're after a thoroughly enjoyable and very addictive hand-held blast, this is the one to get.

Thanks to Console Concepts for supplying us with this imported Gameboy cartridge.

SEGA

MEGA DRIVE

FANTASIA



Mickey's back!

In an all new adventure inspired by the Walt Disney classic film *Fantasia*. As the Sorcerer's Apprentice Mickey must find out who has stolen the Sorcerer's magic and recover the lost notes so the music can play again. In this sequel to 'Castle of Illusion' Mickey has a few more tricks up his sleeve, flying books will give you magical powers! You may use your stored up energy in tiny or huge blasts of magical force. Use it wisely or suffer! *Fantasia* utilizes the colour capabilities of the Mega Drive to the max - wonderful graphics, superb animation and fantastic musical score -

Twenty awesome levels, you'll never look back!

SEGA

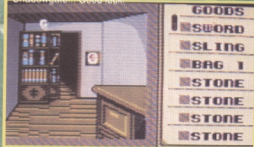


SHADOW GATE

The evil Warlock Lord is up to no good again - and only you can stop him! Or at least that's the story the good Wizard Lakmir has told you. Lakmir used to be one of the most powerful wizards in the land, but one of their number spent many hours studying the Black Arts and one day found himself a magically superior, psychotic, deranged magic user. The forces of evil had claimed him for their own.

Lakmir's a tad on the worried side. The evil one has holed himself up in castle Shadowgate, working out some evil plan for universal domination. Mystical disturbances that only a wizard can understand lead Lakmir to believe that the Warlock Lord is attempting to raise the dreaded titan-like Behemoth (look that up in the dictionary) from the satanic abyss. As you can probably gather, such an evil combination would spell an end to the civilised world.

Wizard he may be but Lakmir is comparatively powerless against the likes of the Warlock Lord. This is where you come in, for legend tells of a brave knight descended from the kings who will seek out the Warlock Lord and put an end to his regime of terror. It's all up to you then, but Lakmir isn't asking you for your permission. One wave of his magic hands and you're standing in front of the gatehouse to castle Shadowgate. Good luck!



COMMENT

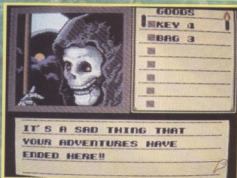
I don't mind RPGs or adventures if they're any good, but Shadowgate is just plain boring and very, very, very frustrating. It takes an age just to move the pointer anywhere!

Also the interaction with the game is limited to the commands at the bottom of the screen, which makes some of the solutions to the puzzles rather obscure and a tad bizarre too, like opening a skull to find a key (????). Open doors?

RICH

Yes, I can see that. Opening a skull, I don't think so, somehow. The graphics and sound are pretty dull too - in fact some of the music is hopelessly out of tune! Also, the amount of times the player kicks the bucket in a sudden death situation makes frustration set in almost immediately. Deranged adventure buffs may get some satisfaction out of this product, but after a few minutes of play, and about seventeen different kinds of gross and hideous deaths I didn't want to touch the cart again.

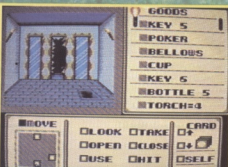
SUDDEN DEATH PLAY-OFF



Shadowgate uses every trick in the book to send the player off to an early death! One of the dirtiest must be the look-out point on the balcony of castle Shadowgate. Look at it, loath it, or even breathe on it and the whole balcony drops off, sending the player to oblivion! There are also a staple diet of ghouls, trolls (and caged mutated animals in the lab) ready to send you off to Hades if you make just one false move! Frustrating, huh? In fact, every single room seems to be able to butcher you in some bizarre fashion, so for example, don't TAKE the book in the library if you mean to OPEN it, because you die!

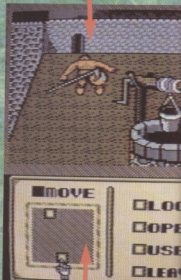
A TORCH IN THE HAND

As the game progresses, the player is endowed with mystical magical spells which come in handy when faced with some of the puzzles in the game. At one point, progress is halted by a very vicious troll-type. Worry not though, for one utterance of the HUMANA spell makes the player invisible, and the quest can continue proper!



▲ Death lurks around every corner in this game. Will you freeze to death?

This window shows the graphical representation of your location. Clicking on specific exits and items gives you a description at the bottom of the screen.



This small window shows all of the exits in your present location. Simply click on MOVE and choose an exit! A description of the exit is also available

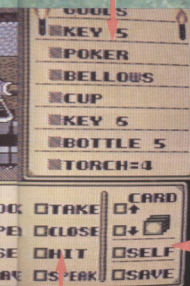


▲ Oh dear, looks like you've bought the farm (again!).



▲ Watch out for the gargoyles - they'll kill you in a minute!

The goods window shows which items you are carrying. Manipulating your items is achieved by using the command window in junction with this.



This command window is the main method of interacting with the game. Just click on a command and then an object (which can be either in the graphics or the items window) and you're away!

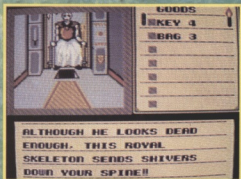


Aaaaaaaaggh! I hate this game. It's so-o-o frustrating I want to smash it up and then set all the pieces alight. "Playing" it involves struggling to solve puzzles that are made completely obscure by the hopelessly crap commands menu. Making progress even more annoying is the ultra-slow cursor, which moves like a slow-motion

JULIAN

crippled slug in a sea of molasses. Another very irritating factor is that during the game there's never any warning of impending death - you're just dumped out of the game in seconds if you make one wrong move. And since it's very easy to make a simple mistake and die, you have to keep saving the game every ten seconds, which gets very tedious. Even the best adventure fans will find this a frustrating bore.

THIS SPELLS TROUBLE



Using the torches is the key to staying alive once you're inside the walls of castle Shadowgate, because should your torch be snuffed out, "you suddenly trip over something! Smash! You fall face first on the floor!" and die! You don't even have the chance to ignite another one. Unfair? You bet!

The top two icons in this window enable you to cycle through the items window, looking through the masses of items you own. SELF enables you to do things with yourself (like look at yourself), whilst SAVE enables you to save your game in one of three battery-backed positions!



BY: KEMCO

PRICE: £34.95

RELEASE DATE: SEPTEMBER
GAME DIFFICULTY: DIFFICULT
LIVES: 1

CONTINUES: INFINITE
SKILL LEVELS: 1

RESPONSIVENESS: SLUGGISH



PRESENTATION 48%

Pretty boring title sequence - and that's it.

GRAPHICS 49%

The relatively small graphics window is okay but the visuals don't stretch the graphical abilities of the machine one jot.

SOUND 31%

Some pretty grotesque, out-of-tune music that will have you reaching for the volume knob within nano-seconds.

PLAYABILITY 29%

Sluggish control method, highly illogical puzzle solutions and plenty of instant death situations make this incredibly frustrating.

LASTABILITY 37%

A big castle to explore and loads of puzzles to solve if you're willing to persevere, which is very doubtful considering the frustration level.

OVERALL 26%

A hideous attempt at producing an NES adventure that grossly offends rather than entertains.



In this Gameboy conversion of the hit Toaplan coin-op, the player is cast as a petite snowman, out to deal frozen water-related death to a number of evil beings who have infested his platform domain.

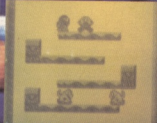
The action is displayed in a very similar style to Taito's Bubble Bobble. The Snow Brother (in the arcade version, simultaneous two-player action was the order of the day but only one player is available in this version) takes to the platform environment with his aim being to dispose of all of the villains on the screen.

This is achieved by throwing snowballs at them until they change into a large snowball. This can then be rolled to the bottom of the screen, taking out any sprites who get in the way. Once all of the bad guys have been dealt with, the Snow Brother is automatically teleported to the next screen where the carnage continues.

SNOW BROS

IT'S SNOW JOKE

At the end of every ten levels, a massive guardian is lying in wait to do away with the defenceless Snow Brother. These ginormous bosses can be disposed of by chucking snow at them. The boss responds by throwing tiny sprites at you. Snow these up and roll them at the boss for the best effect!



▲ Mr Snow Brother chucks some snow at an evil enemy!

COMMENT



The only problem this game has is that it's too easy. The graphics are spot-on, the sound is great and the gameplay is highly

JULIAN addictive... for a while. Sadly, the challenge is lacking, and it only takes a few games before you finish it.

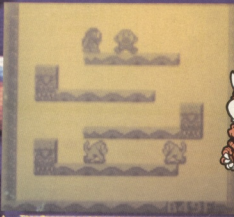
COMMENT



Snow Bros Jnr is an entertaining platform game successfully captures the action of the arcade original. The graphics and sound are also pretty close, but the gameplay suffers in that

RICH

it's far too easy. Fans of the arcade should have a look. Others should leave this alone.



▲ THE SNOWMAN GIVES THE ALIEN!



Thanks to Console Concepts of Stoke for supplying us with this imported Gameboy cartridge.



NINTENDO £19.99

RATINGS

PRESENTATION	80%
GRAPHICS	80%
SOUND	77%
PLAYABILITY	83%
LASTABILITY	79%
OVERALL	79%



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Let's hope that brown is your favourite colour, because you're going to be seeing a lot of it - particularly in the trouser region. The most terrifying monsters from outer space have landed, and they're busy eating humans, vomiting smelly entrails into people's underwear, and generally causing a bit of a hard time. Towns all over the USA have suddenly become infested by some of the most gruesome creatures ever and only a hero armed to the teeth with destruction-bringing artillery can give them a right royal kick up the backside and save the world!

There are three distinct sections to Alien Storm (see the boxes below), but in all of them the aim is simple. Standing between you and the end of the level are a whole host of creepy ghoules and your aim is to kick alien butt (although the use of high-power lasers is probably going to be a tad more effective).

There are eight levels of alien-busting antics, with the final showdown taking place in the aliens' UFO - in flight! Annihilate the mean alien boss and it's game over. If they blow you up, it's game over too, but the aliens will roam the Earth forever - unchecked!



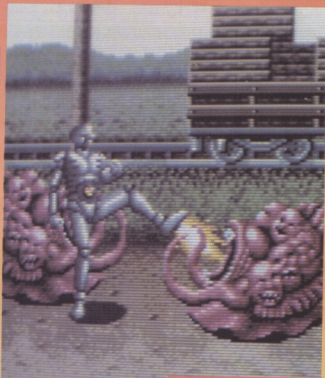
GORDON



PROFILE: Gordon is a moron - or is he? Armed to the teeth with a powerful laser and close-range plasma cannon, he's one mean dude. He's also a bit of an athlete, capable of massive somersaults and shoulder charges.



SPECIAL WEAPON: Depending on energy reserves, Gordon's capable of summoning a massive battle cruiser, which strafes the landscape.



▲ Scooter gets the boot in!

RUN DMC

Every three levels or so, the good guys take a quick run through an enemy sector, using their long-range lasers to blast some aliens. Later sections see cunning booby traps being left by those devious scum - use the heroes' jumping abilities here!



SERF, FIGHTER
OR HERO?

At the end of the game, players are given a rating according to their performance during the game. If you're a pretty good player, FIGHTER is a common enough rating. But if you completely spaz it up, expect to be classed as peasant-like SERF - the ultimate embarrassment!



▲ One big mutha!

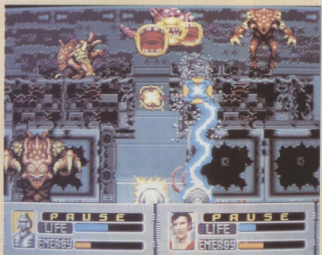
THE DUEL! ▶

Just like the Megadrive version of Golden Axe, extra options have been crammed into Alien Storm. One of these is the duel option, which is a single screen romp where players can face off against each other - in a fight to the death! Also available is the option to fight all of the aliens in sequence.

3D PARALLAX BLASTING

Every level has a special building that contains humans trapped by the alien menace. Here, the action changes into a 3D Op Wolf-style affair, with the good guys blasting the aliens and completely destroying the scenery!

Watch out for special icons here, as they can help restore lost life-force (shoot the med-kits) or increase your special weapon energy bar (look for the yellow canisters).



COMMENT



Alien Storm is a fantastic blast that's virtually arcade perfect! The graphics are spot-on with a whole host of brilliant aliens and decent backdrops. The action is mega-fast, very smooth and highly addictive. You'll be at this until you've completed it... which, erm, isn't very long I'm afraid. Yes, it's sad but oh-so-true: completing Alien Storm is about as difficult putting on a pair of trousers!

RICH

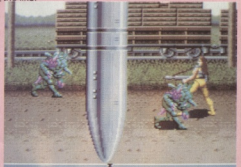
Virtually everyone in the office completed the game within half an hour of its arrival - it's that simple. It's a real shame that the extra difficulty levels don't really add that much of a challenge to the game. For £35.00, you should get a lot more value for money, and in this respect Alien Storm just doesn't deliver. Fans of the coin-op will doubtlessly enjoy this (though they'll probably complete it even quicker than Storm novices), but otherwise I find it hard to recommend this game.



KALRA



PROFILE: Kalra's an athletic girlie par excellence, who likes carrying a massive flame thrower around for torching any nasty xenomorphs she might stumble across. Kalra's also good at gymnastics, which comes in handy when it comes to pulling off somersaults and the like.



SPECIAL WEAPON: Kalra enjoys summoning ginormous Inter-Continental Ballistic Missiles (ICBMs) to do away with those grotesque aliens.



REVIEW

SIDE-ON SCROLLY ACTION



Most of the game is portrayed in side-on horizontal scroll-o-vision, with our heroes laying into the alien baddies Golden Axe-style. The weapons are short-range so players have to get quite close to the baddies before letting rip with their artillery. Watch out for aliens hiding in the buildings, waiting to leap out on an unsuspecting hero!



PROFILE: He might share his name with one of the Muppets, but beware! Scooter's actually a Terminator-like battle droid armed from head to toe with lasers and blasters. Scooter's also capable of flying much the same distance as Gordon and Kalra can somersault.



SPECIAL WEAPON: One press of the A button and Scooter suddenly explodes, taking out any aliens nearby. There's always a reserve droid waiting in the wings to carry on the alien-annihilating task.

COMMENT



Alien Storm features stunning graphics that mimic their horrifically grisly arcade counterparts perfectly. Some of the sprite animation is

JULIAN really fantastic, and there are plenty of gruesome touches - one alien has green arms inside its mouth which reach out and grab you; another farts noxious gases, one irritating type spits goo from mouths in its chest, there's a mutoid kangaroo which sprouts a disgusting proboscis from its pouch, a giant slitherer which opens its mouth enormously wide and leaps across at you, and there's also a horrible... er... thing which grabs you, turns you upside down and drops you on your head! The music is also fantastic, with plenty of rockin' tunes and brilliant sound effects. "So the game is great, then" I hear you cry. Well, I'm afraid it's not - nowhere near. What Alien Storm completely lacks is something totally vital. It's called challenge. I finished it on my first go - without using any of the six credits I gave myself!



JAP AND UK DIFFERENCES THE DUEL!

Believe it or not, the official version of Alien Storm is quite different to the import Japanese version. For starters, the official version is even easier than the imported version in that more continues are supplied (seven as opposed to three!). Also the Duel option only allows single-player combat.



BY: SEGA

PRICE: £34.95

RELEASE DATE: NOW

GAME DIFFICULTY: VERY EASY

LIVES: 1

CONTINUES: 1-7

SKILL LEVELS: 3

RESPONSIVENESS: SUPER



PRESENTATION 93%

Loads of options and nice presentation screens make this a very attractive game.

GRAPHICS 95%

Excellent and varied sprites, combined with very detailed and well-coloured sprites.

SOUND 89%

Decent tunes and brilliant blatin' effects cause a stunning aural cacophony!

PLAYABILITY 90%

Blasting those xenomorphs is mega-enjoyable and very satisfying from the word go...

LASTABILITY 53%

...but the eight levels won't keep you occupied for very long at all.

OVERALL 71%

A very enjoyable, almost perfect conversion, completely ruined by the fact that it's incredibly easy to finish.

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AMERICAN EXPRESS

TOP 10 Mega Drive Charts



MEGADRIVE

1	NE	SHADOW DANCER
2	▼	AFTERBURNER II
3	▼	PGA TOUR GOLF
4	◀	JM'S FOOTBALL
5	▼	MICKEY MOUSE
6	NE	CRACKDOWN
7	▲	ARROW FLASH
8	◀	GOLDEN AXE
9	▲	JAMES POND
10	▼	SUPER MONACO GP

MEGADRIVE

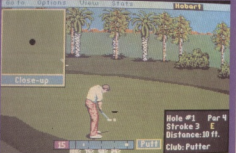
You Megadrive owners are obviously starved of new games to buy, as shown by the dominance of Shadow Dancer on the new chart! PGA Tour Golf continues to hold its own and Crackdown is a welcome new entry. John Madden Football stays at number four for another month, whilst Super Monaco GP clings on at number ten!



▲ Shadow Dancer storms straight to the top!



▲ James Pond lingers on for another month!



▲ PGA Tour Golf: number one next month?



GAMEBOY

1	◀	SUPER MARIOLAND
2	◀	DOUBLE DRAGON
3	▲	GARGOYLES QUEST
4	▼	SPIDERMAN
5	NE	REVENGE / GATOR

GAMEBOY

The ageing Mario classic retains the top slot, with the groovy Double Dragon clinging on to the number two position. Spidey's slipping to number four, with Revenge of the Gator arriving at number five - expect great things from that one!



ALL FORMATS



NINTENDO

1	▲	NINTENDO CUP
2	◀	SUPER MARIO II
3	▼	GREMLINS II
4	▼	MEGAMAN II
5	▲	WORLD WRESTLING
6	NE	GAUNTLET II
7	▼	SNAKE R N R
8	▲	DUCK TALES
9	▲	SUPER OFFROAD
10	RE	TRACK AND FIELD 2

NINTENDO

The awful Nintendo World Cup takes the top slot, taking out the infinitely more deserving Gremlins II - what's going on? Super Mario II remains at number two, and Mega Man II slips another place to number four! The quality Track and Field II arrives back into the top ten.



▲ Snake, Rattle and Roll: still selling like hell!



▲ Gremlins II loses two places!



SEGA

1	◀	MICKEY MOUSE
2	◀	HW BOXING
3	▲	IMPOSS MISSION
4	◀	DICK TRACY
5	▲	JOE MONTANA
6	▼	INDIANA JONES
	◀	CYBER SHINOBI
8	◀	GOLDEN AXE
9	▲	WORLD SOCCER
10	▼	NINJA

SEGA

The brilliant Mickey Mouse stays at the top slot yet again, and deservedly so. Heavy Weight Championship Boxing is still providing the pressure at number two, while the last two games in the chart swap positions! Golden Axe stays firm at number eight - but how much longer will it last?



▲ Joe Montana's still selling well.



▲ Mickey's still hogging the top slot.

PREDICTIONS

NINTENDO: SUPER MARIO II
GAMEBOY: SUPER MARIOLAND (AGAIN)
MEGADRIE: PGA TOUR GOLF
MASTER SYSTEM: HEAVY WEIGHT BOXING



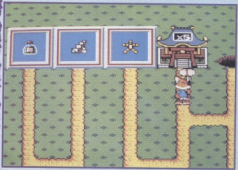
In Japan, the Inari Daimyojin (a fox deity) is worshipped to promote a good harvest. How smelly creatures that hang around people's dustbins can manage this isn't explained, but apparently groups of foxes hold supernatural powers and act as special priests in the ceremony.

Unfortunately, one fox, named Madfox Daimyojin used these special powers in honour of all things evil and twisted. He took over a country and populated with foul creatures that willingly do his bidding. Enter Psycho Fox, a young fox spoiling for a fight. Madfox's antics are the perfect excuse for him to travel to the occupied country and kick some Madfox ass - as befits someone with a psychotic disposition.

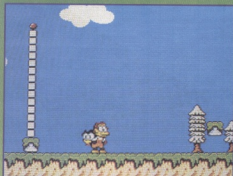
Psycho Fox's mission is simple. Travel through the seven zones (each with three sub-zones) kicking out Madfox's minions and generally causing a bit of aggro for the twisted fox-like one.

BETS AND BONUSES

After each round has been beaten, Psycho Fox is transported to a bonus sub-game. Put a stake up and choose a route for the fox to take. He'll follow it to one of the endings. Most of the endings supply small bonuses, whilst one kills him off. The best bet is to try to reach the palace. Many extra lives and points are awarded here, depending on your bet.



PSYCHO FOX



▲ Psycho Fox in his gorilla guise!



THE LAST STRAW

Collect and use a straw effigy, and the screen suddenly shakes as beams of energy flow through the landscape. In other words, this is a smart bomb that annihilates all meanings on-screen!

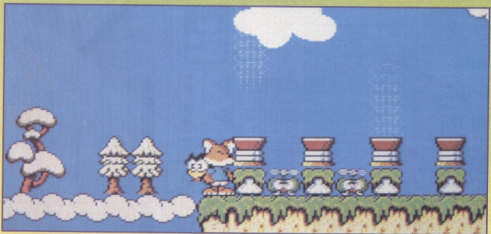
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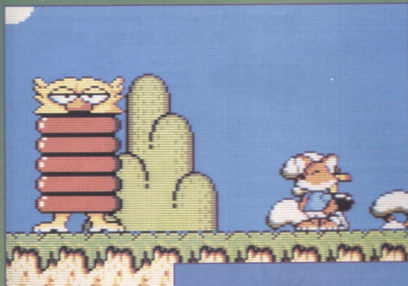
Collect a special Psycho Stick and the fox-like one can transmute into three other life-forms. Each of these have different capabilities.



TIGER

The tiger's the tops at high-speed running and long jumping. It's just a shame his other attributes aren't quite as strong.





▲ Psycho faces up to the first boss!



▲ With the aid of the Bird-Fly, Psycho clears the screen of baddies!



MONKEY

Change into the monkey if you fancy a spot of high-jumping action. Unfortunately, all of his other capabilities aren't quite as strong as the fox's.

FOX

The fox is average at just about everything, including jumping, punching and running.



HIPPO

The hippo is slow and cumbersome which isn't very helpful for jumping or running, but his huge muscles enable him to punch down walls!



COMMENT

Although Mickey Mouse is more playable, Psycho Fox offers far more of a challenge as well as a bigger landscape to explore. There are also loads of Mario-style secret warps to find, and this adds to the lastability immensely. I did find the gameplay a tad frustrating at times - the fox takes ages to slow down so you can run straight into an enemy sprite even though your reactions are good enough to spot the danger. For a Sega game, the graphics are pretty good with well-animated sprites and varied backdrops. But it's the gameplay and lastability that count, and with loads of levels and a stiff challenge on offer, you'll be at Psycho Fox for ages. It's a classic game that all Sega owners should have in their collection.



RICH



REVIEW

TURBO HAT ADVENTURES



Megadrive owners who like the looks of Psycho Fox should seriously consider adding Magical Flying Hat Turbo Adventure to their cart collection. The gameplay is almost exactly the same as Sega Psycho Fox but the graphics and sound are superior and there's just as much fun to be had exploring the many platform levels. It's a must for platform fanatics.

SUPA-SHIELD!

Collect a potion and select it on the pause screen, and Psycho Fox is invulnerable for about thirty seconds. Use the time wisely!



COMMENT

Sporting a weird storyline and even weirder graphics, Psycho Fox is one weird game. But it's challenging, playable and very addictive too. The way the

JULIAN screens are laid out is excellent, with loads of areas to explore and discover - I found myself going back to it time and time again to see whether I missed anything. There are also warp areas, as well as other secret features to discover, giving the game plenty of lasting appeal. Psycho Fox is easily one of the best platform games available on the Master System, and is a vital addition to any self-respecting player's collection.



▲ Psycho and Bird-Fly kick butt!



▲ Using Mr Hippo's fists, walls crumble and secret rooms are revealed!

PSYCHO SIDE-KICK

Hidden in one of the many eggs dotted around the landscape Psycho Fox finds his trusty side-kick, the Bird-Fly (so called because he's a bird who flies). He can throw in the direction of nasties to send them off to their doom. When the job is done, he returns to Psycho Fox.



BY: SEGA

PRICE: £29.99

RELEASE DATE: NOW

GAME DIFFICULTY: MEDIUM

LIVES: 3

CONTINUES: INFINITE

SKILL LEVELS: 1

RESPONSIVENESS: SMOOTH



PRESENTATION 75%

Simple presentation screens and that's about it.

GRAPHICS 82%

Simple, but well-animated sprites and decent backdrops.

SOUND 59%

Fairly weedy tunes and repetitive effects.

PLAYABILITY 92%

Excellent platform-based action that has you glued to the Sega.

LASTABILITY 92%

Twenty one levels to conquer, but there's still plenty of hidden warps to find once you've completed the game.

OVERALL 90%

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REVIEW

FRAMED! A series of massive explosions have rocked the city, and it seems that everyone's too keen to point the finger of suspicion at your friendly neighbourhood Spider-Man! The real culprit is the Kingpin, freshly released from prison, and he's out for revenge against our wall-crawling, web-slinging hero. So determined is he to get Spidey out of the way, he's massed the meanest bunch of terrorists and super-villains ever, and they're all out to get Spidey!

Spidey decides to check the situation out and finds that the Kingpin wants him out of the way so he can gain control of the city and use it for his own evil ends. As an emergency back-up, he's also planted a massive bomb somewhere in the city and it can only be made safe by collecting five keys that disarm it.

The Kingpin has given these keys to some of his best friends (and Spidey's enemies) including Dr. Octopus, Electro and the fearsome Hobgoblin! Spidey can only save himself from the slammer (and the city from terror) by finding the bomb, disarming it, and then going after the Kingpin himself!

COMIC CAMEOS



"We must capture Spider-Man before he destroys our city. Thank you. Have a nice day."

The story behind the platform action is related on a set of comic-style cameo screens, and it's here that Spidey learns the true terror of the Kingpin's campaign with a little help from the mysterious Dr. Strange. Each character in the game (and that includes all of the villains) have their own comic pics.

COMMENT



JULIAN

This is the best Master System game I've played for a long time! The Spiderman theme has been exploited fully, and there are plenty of wall crawling luffs and web-spinning japes. The graphics are very good indeed, with swift, smooth scrolling backdrops, excellent cartoon-style still screens and a very nicely animated main spirit, and the action is fast and furious, with enough original features to keep you on your toes. If you're a fan of the friendly neighbourhood Spiderman, or are simply a Master System player who's after a decent game, this should be put at the top of your shopping list.

SPIDER-MAN
VS. THE KINGPIN

SUPER SPIDEY POWERS



As everyone knows, teenage science student Peter Parker was bitten by a radioactive spider that mysteriously endowed him with super-human strength, wall-crawling abilities and a special "spider sense" that enables him to detect danger! Being a bit of a science buff he also devised his own web-shooters, ideal for swinging across city streets and webbing up dangerous foes. All of these powers are available to Spidey in the Master System game - his spider sense even tingles with the approach of the end-of-level guardian.



THE KEY TO SUCCESS

Five keys are needed by Spider-Man to disarm the Kingpin's bomb and each end-of-level guardian hides his own key. However, once captured, these guys aren't about to blab about the location of their key. Often, Spidey's forced to search the landscape again looking for the keys before he proceeds onto the next level.



MAN GPIN



Plenty of web-slinging action, with Spider-Man!



Felons of all description are no match for Spidey!

SPIDEY'S UTILITY BELT

Pressing both buttons on the Master System pad brings up the item selector. Here, Spidey can select all manner of items ready for use against his foes. The first item that Spidey receives is a strange amulet from Dr Strange. Select this when Spidey's stamina's at an all-time low to warp him back to his house where he can get a bit of rest and reclaim some energy. This item selector can also be used to turn the music on and off as well as cutting down the amount of comic-screens the player wades through between each level.



Spider-Man enjoyed his comic debut in 1963 courtesy of Marvel Comics. However, super-human strength and spider abilities conspire to cause a few problems for Peter Parker, who can't really face up to the responsibilities of being a hero without brooding over past mistakes. Spidey was also the first super-hero to get married (to Mary Jane Watson, an actress/model who used to live next door to Peter Parker and knew his identity from the word go), shortly after graduating from college. Spider-Man became Marvel's most popular comic character in just a few years and he's still going strong with numerous comics and graphic novels available on the streets. He's also been the subject of an abysmal American TV series and two hideous films (with some of the worst special effects ever!), all starring Nicholas Hammond as Spidey/Peter Parker.



REVIEW

As anyone who reads the comics will know, Peter Parker supplements his meagre student income by taking pics of Spider-Man in action for sale to the Daily Bugle. Selecting the camera on the item selection screen takes a pic and when the level's complete, Peter hands over his film to Robbie at the Daily Bugle. He'll give you the standard rate (\$5) for each picture, along with a massive \$250 bonus for any decent pics of Spider-Man up against the likes of the Lizard, Electro or Dr Octopus!

PETER PARKER PHOTOGRAPHY



REST AND RECUPERATION

After each level, Spidey has the option to get his stamina back by resting up back at his shack. The problem is that not only are there criminals on the loose ready for capture, the bomb is scheduled to explode in less than 24 hours!



button 1 to continue
button 2 to rest
Time Left: 22:00
20%

COMMENT



I'm a great Spidey fan and the character has always had great potential for console conversion. I'm pleased to say that the Master System version uses this potential extremely well and the resulting game is sort of like Spider-Man meets Shinobi. I reckon that Spider-Man is better than the ninjitsu classic in that there's all the wall-crawling and web-slinging you could ask for and the control method is superb. My only slight gripe is that Spider-Man is supposed to have super-human strength and yet in this game even dogs and rats (?) are capable of wearing down his energy bar! Still, the graphics are excellent and the scrolling's super-speedy - essential for keeping up with Spidey's web-slinging antics. Anyone after a decent platform game should go forth and immediately check out Spidey, it's playable to the extreme and a lasting challenge too!

RICH

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Remember to take snaps of all the end-of-level guardians, for weds of cash to spend on a new wheel!



BY: SEGA

PRICE: £29.99

RELEASE DATE: TBA

GAME DIFFICULTY: MEDIUM

LIVES: 1

CONTINUES: 0

SKILL LEVELS: 3

RESPONSIVENESS: SUPER



PRESENTATION 88%

Various cameo screens of all the old favourite Marvel characters.

GRAPHICS 84%

Small, but perfectly formed sprites and pretty decent backdrops.

SOUND 71%

Tunes that vary in quality from good to awful, and competent effects.

PLAYABILITY 90%

An easy-to-use control system means you'll be wall-crawling and web-slinging from the word go!

LASTABILITY 86%

Plenty of super-villains up against ol' Spidey, so there's plenty of lasting challenge in there.

OVERALL 87%

A brilliant license and a terrific game in its own right - go for it!

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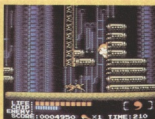


The year is 2056 and computers control just about every aspect of a human's life. Unfortunately, they also control the global nuclear defense capabilities. A bunch of deranged psycho-terrorists have got together and infiltrated the US complex and they're out to reduce the Earth to a cinder.

Although their capture is inevitable, they've used their hacking skills to alter the nuclear program - meaning that the Earth faces Armageddon at any moment! Someone has to rid the computer of the program alterations and the man for the job is Scott O'Conner - computer expert, karate champ and all-round hero.

Using a new Image Transfer System, his life-force is changed into raw computer data, and reassembled inside the Complex Mainframe. Once inside, his skills are tested to the limits as he battles the computer's new inhabitants.

But the Image Transfer System is completely untested - and no one knows what the computer-compatible form of Scott O'Conner will be...

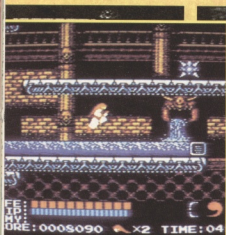


▲ Kabuki scales the microchip legs - what a star!

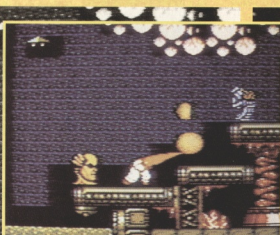


▲ Level one's end-of-level boss messes with Kabuki!

KABUKI QUAL WAR



▲ A mini-laser enemy... mini-hair-style design.



▲ Here's level two's boss! Go on, get 'em!



▲ Kabuki's hair-style doesn't let him damage!

COMMENT

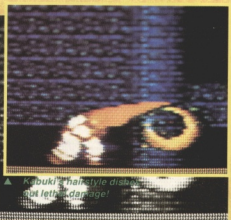


JULIAN

Here's a guy with the ker-ah-zee-est hairstyle of all time! One flick with his quiff, and it's goodnight Vienna! Apart from the hair-related devastation, this is very similar to Shadow Warriors. However, I found that this is actually smoother, slicker and better looking, and it has more variety and challenge! Some of the baddies are really neat, and situations Kabuki gets himself into later in the game are great. If you're after a top-quality beat 'em up, 'hair' down to your local software shop and grab it before it disappears 'perm'anently.

KABUKI KORNER

Kabuki's one mean ninja dude - with a lethal hairstyle! His hair can be whipped out at any computer denizen and provides its own rather lethal short back and sides to anyone who gets in the way! Kabuki's also a bit Strider-like in his athletic capabilities, being able to hang on to the legs of microchips and dangle dangerously from special ceilings. From these platforms, he's free to somersault to wherever he wants!



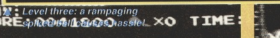
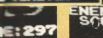
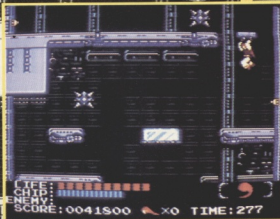
▲ Kabuki's hair-style doesn't let him damage!



KABUKI WARRIOR

KABUKI ARSENAL

As well as his death-dealing mane of permed red hair, Kabuki carries around a select of guns that come in handy for dealing with the nasty meanies to be found roaming the platform levels. He only starts off with one weapon, but after each level, he is graced with another, improved model. For example, level one endows Kabuki with a small pea-shooter-like device, which is joined at the beginning of level two by a larger, fire-spitting model, that cuts through all assailants! The third level endows Kabuki with a three-way fire-spitting laser. No one messes with a fully armed Kabuki!



KABUKI PICK-UPS

Once dispatched, most of the meanies in Kabuki leave behind some kind of icon. These come in the form of either extra energy or chips. The extra weapons are powered by chips, and the more powerful the weapon, the more chips it needs to fire. Economising on chips is the key to success in Kabuki. Save your chips, and by the time you reach the boss you should be able to take him out with ease!



COMMENT

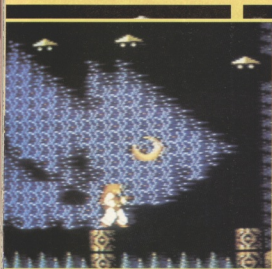
Kabuki's quite a novel game. Well, have you ever seen a game where the main character dispatches his foes by lashing out at them with his massive hair-do? I think not. The action itself is incredibly similar to Shadow Warrior (which we reviewed last month), what with all of the different athletic moves Shadow Warrior - the interaction with the backdrops is a little easier. The game's quite challenging, but not frustrating enough to put you off for long. Both graphics and sound match the brilliant playability, so check it out as soon as you see it.

RICH



KABUKI BOSSES

At the end of each level, Kabuki faces up to that round's guardian, who takes the form of some kind of karate/ninjitsu ace. Level one's guardian simply requires a few swishes of the razor-sharp hair-do to see him off, but things get a little more dangerous at level two, where the guardian splits into two and fires lethal lightning orbs at our hero!



▲ Watch out for those lethal spikes, Kabuki!



▲ Kabuki fights against the water currents.



▲ Kabuki's perm in all its glory: it's a shame that women's just out of reach.

KABUKI

Quantum Fighter

© HAL AMERICA INC. 1990
LICENSED BY
NINTENDO OF AMERICA INC.

BY: HAL

PRICE: £34.95

RELEASE DATE: SEPTEMBER

GAME DIFFICULTY: MEDIUM

LIVES: 3

CONTINUES: 2

SKILL LEVELS: 1

RESPONSIVENESS: SMOOTH



PRESENTATION 90%

Excellent Japanese-style presentation screens and polished gameplay.

GRAPHICS 89%

Nicely drawn sprites and dark, moody backdrops.

SOUND 81%

Atmospheric tunes and appropriate effects.

PLAYABILITY 92%

The ninja beat 'em up platform action is addictive from the word go.

LASTABILITY 89%

Kabuki's a tough nut to crack, and will keep you glued to your Nintendo for ages!

OVERALL 90%

An excellent Batman-style game that should appeal to all NES games players.

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MEGA

FOR SALE

ATARI LYNX - California Games. Brand new, still boxed, unbelievably only £59.99. Phone 0740 651 269

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OFFICIAL UK MEGADIVE with joypad, Altered Beast, the excellent Super Monaco GP and Japanese games adaptor. In pristine condition, boxed as new, accept £170. Only serious offers. Call Paul between 6pm-8pm (London area) on 081 741 9714

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MEGADEIVE (PAL) Sonic the Hedgehog, John Madden, Ghostbusters, DJ Boy, Altered Beast, Adaptor. Sell for £220, selling separately. Contact James on 0633 49367

NINTENDO with Duck Taits, Super Off Road, SMB 1, Duck Hunt, Zapper. Excellent condition. Worth £225. Price £130. Ring 0295 264882

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for Atari 520ST. Contact James on 0685 840476

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EXCELLENT CONDITION
Nintendo, 6 months old, 12 top games including Mario II, World Wrestling, Bubble

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Boxed with receipt, worth £250 only. Will split. Call Max after 5pm weekdays, anytime weekends. 071 221 2846. Notting Hill W11

COMMODORE 64 good condition with 200 games, joystick, loads of magazines. All for £80 or Commodore

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SPECTRUM 128 + 2 joysticks, light gun and over 150 games, all for £170. Phone Ben on 0633 421288

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SEGA MASTER SYSTEM 7
games including Golden Axe, Slapshot, RC Grand Prix sell for £125. Worth £240. Phone 093 368 0233 and ask for Scott

NES 2 pads, leads and TMHT, 6 months. £65. Phone James before 6.30pm on 0903 1831 or swap for Gameboy with leads and Tetris. Blades of Steel and Tennis for NES

will swap for Gameboy games **MASTER SYSTEM 7** games, 2 pads, excellent condition. Boxed. £140 only. Will swap for Lynx and games or will buy Lynx. Phone 0752 862575

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GAMEBOY DELUXE - carry case, 10 games inc. Super Mario Land, Batman, Turtles (or sell games separate). Great condition. Worth £300 sell for £150. Tel 0734 713043 and ask for Ryan

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+ zipper gun. Including 32 games. £300 only. Phone John on 0272 411405 (Bristol)

SEGA SYSTEM light spear, 30 glasses, 8 games including Operation Wolf. Afterburner, Chase HQ. Will sell for £150 or will split system £50, games £10. Tel 0602 205595. Ask for Stu

GAMEBOY WITH TETRIS
Bugs Bunny, F1 Race and Kung Fu Master + 4 player adapter, 2 player adapter, headphones and 4 batteries. Cost £150. Will sell for £110. Phone 071 267 1567. Ask for Daniel between 5-8pm. Quick sale

SEGA MASTER SYSTEM PLUS for sale: perfect condition, 2 control pads, rapid fire unit and 7 games like Golden Axe, Chase HQ, Scramble Spirits, Gauntlet and Eswat and many more.

Worth £380. Selling for £180. Please contact if interested 747 1473

NINTENDO CONTROL
Deck, Jopyads + SMB, RCP, R-Type, Triple, and games and instructions. Worth £170. Sell for £110 o.n.o. Phone (0403) 210294

FOR SALE or swap Commodore 64 for 2 or 3 games or £40 a bargain. For inform, phone Ellis 0911 4150127

SEGA MASTER SYSTEM
with 2 control pads, 3 good games plus a console still boxed and in great condition. Will sell for £100. Phone 081-876 4613 ask for Cara. It's a great bargain

MASTER SYSTEM games for sale. Dick Tracey, Vigilante and Chase HQ. Tel (0995) 602696

PC ENGINE PAL, Jopyad, Joystick, 5 games including Shinobi, Gunhealer, 9 games. Sell for £120, tel. (0269) 593200

AMSTRAD CPC6128 plus over £200 worth of games including Super 2, Batman, 7 Deadly Sins, Qix and tape Green Screen. Joystick, tape recorder included with Keyboard and games all in good condition for sale. Tel 0604. Phone (0604) 643261

OFFICIAL U.K. Megadrive still guaranteed, still boxed, four games including Golden Axe and Thunderforce III (Genesis). RRP £300, sell for £200 o.n.o. Ring (0742) 510600 and ask for Craig

MEGADRIVE EXTRA turbo Jopyad. It great games incl. Jm's football SMGP Eswat and Super RCP £300, sell for £200 o.n.o. Ring (0742) 510600 and ask for Craig

MEGADRIVE EXTRA turbo Jopyad. It great games incl. Jm's football SMGP Eswat and Super RCP £300, sell for £200 o.n.o. Ring (0742) 510600 and ask for Craig

NINTENDO nes plus 10 games Batman, Turtles, Double Dragon II, Meanman, plus other games £300, phone (062) 8822315

FOR SALE

NINTENDO GAMEBOY including 4 games: Balloon Kid, Gargoyles Quest, Batman and Tetris. Fully boxed. Worth £95 sell for £80. Tel 28045 (Cambridge Surrey). Weekdays only except Tuesday and Thursday nights. When phoning ask for Robin. Great deal.

NINTENDO GAMES for sale: Super Mario one, Duck Hunt and World Class Track Meet (all on the same cartridge) plus Ten Years In Hell, Rampage and Double Dragon II (American games, so Games Converter needed) for more details call (021) 7044369.

SEGA MEGADrive (Jap), four top carts joystick, joystick, Hi-Fi lead. Excellent condition £185 o.n.o. also Atari Lynx 2 weeks old with P.S.U. and slime world worth £123 sell for £80 if interested phone (0203) 395358, ask for Terry after 6 p.m.

THE ULTIMATE games collection - Amstrad CPC464, Colour Monitor, Amvart and Mouse. Over 250 original games. Four joysticks plus My collection of Amstrad Actions. Worth over £1500, sell for £650 o.n.o. Telephone (0542) 31108 (Andrew) after 6 p.m.

Delivery included in price **MEGADrive** with 4 ace games worth £350+. Plays English + Jap games. Sell for £250 o.n.o. Phone 0630 652231 and ask for David

NINTENDO for sale with Mario 1, 2 and 3. Batman and cart with 64 games. Bargain for £170. Phone Daniel 081 889 8938

MASTER SYSTEM 6 months old, 12 games, joystick, 2 pads, phaser. Worth £406. Sell for £165! Mega buy! Phone 0462 686981

SEGA MEGADrive for sale with 2 control pads, 2 arcade power sticks, 2 adaptors, and 9 good games all for £300 or with 2 games of your choice for £220 o.n.o. For more details please call Tommy on 0203 325444 after 5pm.

MEGADrive games for sale. Ghoul's n Ghosts Jap £23. Alex Kidd Jap £16. Sword of Sodan and Mystic Defender UK £18 each. MD control pad for sale £10. Phone 0582 455461

NINTENDO ENTERTAINMENT SYSTEM with Super Mario Bros, Zelda II, T.M.H.T., World Wrestling, Donkey Kong Classics and Junior for £150. Also Atari 2600 with 32 games, 4 joysticks, 1 track-ball £150. Mon-Fri after 4.30pm. Sat-Sun anytime. Call Nezar on 0859 54731

SEGA MEGADrive + Philips CM33 monitor in Japanese arcade cabinet with Golden Axe and Monaco GP carts. Megadriver runs all nationality carts. Also issues 1-8 of Mean Machines, £300 with cabinet, £250 without. Ring Mike on 0903 502019 (Working) after 6pm weekdays

NINTENDO Hand held games for sale. Including Super Mario Bros £8, Donkey Kong II £8, Submarine £4 and Indiana II £5. Please ring Andrew on 0272 685183 Now!

GAMEBOY for sale. Includes 2 player lead, Tetris, Super Mario and Gargoyles Quest. £85 the lot. Phone Steeton 654767

MEGADrive plays Jap, American and English carts. 10 months guarantee. 7 games all over 90%. Mickey Mouse, Golden Axe, Hellfire, Monaco GP, Eswat, PGA, Aero Blaster. Completion Pro joystick, jypad. All as new and boxed. £290. Contact 061 860 5348 after 4pm

PC ENGINE MEGADrive games. Ghoul's n Ghosts £28. Phone 0268 285138
PC ENGINE GAMES for sale. Don Doko Don, Devil Crash, Phantom Star, Ninja Spirit, Guned and Space Harrier £18 each. Include 6 pack. Write to Mr Simon Law, 88 High Street, Crediton, Devon EX17 3LB

BARGAIN TIME!!! Official boxed UK MEGADrive, 15 top games, 2 joysticks £380. Also boxed PC Engine, 6 games £150. Will consider deal for Amiga 500 + software. Can deliver limited area. Phone John on 0203 467920 for details. All excellent condition

PC ENGINE GT HAND-HELD in excellent boxed condition adn 9 games including Afterburner, Mr Heil, Atomic Robo Kid. With power games. Sensible offer. Tel 0205 85300

NES Games for sale. Boxed as new. Duck Tales £25, TMHT £20, Golf £15 or offers. Phone James on 0787 237702

MEGADrive GAMES including Golden Axe, Ghostbusters, Talsuwh, DJ Boy, Monaco GP, Shadow Dancer and Eswat. Also powerstick. Call David on 081 959 0094

SEGA MASTER SYSTEM 5 months old, 5 games including Mickey Mouse. Control stick, rapid fire. £120. Phone Ross on 0622 717691

SEGA MASTER SYSTEM 10 games, 2 joysticks, light phaser. £170 (or swap MEGADrive + games). Phone 081 767 7800

BARGAIN! Gameboy plus game/light plus Tetris, Turbines, R-Type, Contra, Tennis, Robocop, Double Dragon. Value over £225. Don't miss this boxed as new bargain priced at only £145 o.n.o. Save over £80! Ask for Mark on 0298 814340

ATARI ST for sale. 3 joysticks, mouse, 4 player adaptor. £400 worth of games. £320. Ring anytime on 021 747 2628

SEGA MEGADrive with two joypads and Altered Beast. All boxed as new £110. Also MEGADrive with nineteen games and converters for Master System and Japanese games, two joypads, stereo connection. All boxed. Nine month guarantee. Sell only £400. Brian 0463 230304

SEGA MASTER SYSTEM V.G.C. still boxed, 2 joypads, 1 light phaser, 9 games including Thunderblades, Shinobi, Dead Angel, Alien Syndrome, R-Type, Altered Beast and Rambo III. Sell for £170 o.n.o. Phone Mark on Leicester 0533 813059 after 5.30pm

AMSTRAD CPC 464 with colour monitor. Over 40 games, Cheetah 125+ joystick and user manual. Good condition. £1100 o.n.o. Tel Paul on 0274 578626 after 4pm weekdays and 10-12 Sat-Sun and after 9pm Sat-Sun

NINTENDO SYSTEM boxed, mint condition with 5 games. Mega Man II, Batman etc. Also Sega Master System with brand new boxed light phaser with combo shooting cartridge £55. Phone 081 500 8129 after 4.30pm and ask for Kevin or Dean

MEGADrive GAMES for sale. Phone Paul on 081 504 1106 or send SAE to 19 Hickstone Way, Woodford Green, Essex IG8 7LF

SNK NEO-GEO for sale. £250 boxed scart machine in mint condition, 2 months old. Will swap for scart Famicom. Phone 0753 548482 and ask for Gareth

AMSTRAD CPC 464 colour monitor, 90 games, 2 joysticks. Only £250. Phone Jason on 0679 20439. Real bargain

GAMEBOY nearly new with headphones, link cable and games. Tetris, Super Mario and Solar Sinker. £80 o.n.o. Tel Stuart on 037882 3557

JAPANESE PAL MEGADrive arcade power stick, 2 control pads, 2 games. Golden Axe, Super Hang On, Ghoul's and Ghosts, Truxton, Jim Frostball, Amies Golf. Worth £350+. Sell £150. Also Lynx + 3 games. Klax, Electrodisc, Slime World. Sell for £75. Tel. Simon 081 428 4388 (Watford)

GAMEBOY with 9 games including Spiderman and Double Dragon. Worth £230. Will sell for £150 or swap for Game Gear. Write to Lucas for details. Julianasdale 116, 6707DJ Wageningen, Holland

or just call (0) 8370 10377
COMMODORE 64C hardly been used. Unwanted gift. £30 worth of software including hits: Turncan, Mr Heil and Power Drift. 2 joysticks. £00! load it. Cover marks. Looking for offers of around £180-£220 one. Tel Tel Richard on 081 340 7310 0706 44485 and ask for Alistair

SEGA MASTER SYSTEM PLUS 2 control pads, light phaser. Games include Hang On, Safari Hunt, Wonderboy, Wonderboy II, Dynamite Duo, Alex Kidd-Lost Star, Alex-Hi Tech World, Gauntlet. £160. Phone 926 5952 between 5-8pm

SEGA MASTER SYSTEM 1 control pad, control stick RFU. 26 games. All boxed vgc. Please phone 0480 458100. Only £180



NINTENDO with Jap adaptor, includes 11 games. Super Mario Bros 1, 2 + 3, Duck Tales, Mega Man II, Link, Luflore, Foxanadu, Bubble Bobble, Turtles and Heaven Adventure (all brilliant platform game). All the lot £250. Will consider splitting. Mint Condition. Anyone interest phone Andrew 0623 643525

NINTENDO games system, light gun, 6 great games, 2 controllers. As new with box. All included £175 o.n.o. 0926 421892

NINTENDO NES for sale, 6 games including Super Mario, 2 joypads, light gun. Good price. Phone Darren on 0533 359684

NES for sale + 6 top games: Punch Out, Soccer, Mario, Wrestling, Road Racer, Link. £130. Phone James on 081 668 5515

JAP SEGA MEGADrive + games: Wonderboy III, Golden Axe, Budokan, Ghoul's n Ghosts, Shadow Dancer (pal), Phone Felix on 094885 321, £210

MASTER SYSTEM 7 months old. Good condition, boxed with instructions. 4 very good games inc. Mickey Mouse, Wonderboy II and Psycho Fox. Worth £170. Will sell for £100 ask for Robert on 0509 852698

PC ENGINE GAMES for sale. Gunhed £15, Heavy Unit £13, R-Type II, Samonide, Warriors £14, Dragon Spirit £10, Vigilante £10, Tiger Road £15, Drunken Master £10. Phone 0703 773622 and ask for James between 4-5pm

SEGA MEGADrive Jap/Pal version, 14 games. Excellent condition £300 o.n.o or swap for Nintendo Super Famicom. Phone 0767 312070

ATARI ST with mouse and joystick, 30 top games including Ghoul's n Ghosts, Black Tiger, Super Off Road, Strider and 2. Excellent condition. Still boxed. Hardly used. Paint and draw package inc. Unwanted present. Quick sale wanted. Tel Richard on 081 340 7310

MEGADrive Games Super Shinobi, Ghoul's n Ghosts, Super Hang On, World Cup Soccer £15 each. Phone 864 29 after 4pm

BRITISH MEGADrive 8 months old with 2 joypads, Pro 1 joystick, Jap converter and 7 games. Afterburner II, Mickey Mouse, John Madden Football, Final Blow, Dick Tracy, Golden Axe and Shadow Dancer. £300. Tel 03317 3444. Derby. Notes area after 6pm

FOR SALE 39 great Spectrum games. Tasword the Word Processor and tape recorder for the +3. Titles include The Pawn, Magnificent Seven, Moonwalker etc. Worth £130. Sell for £65 or sold separately or swap for 3 Megadriver games, further information on 0705 267898
2X2 SPECTRUMS £50 each. Great condition. Worth over £120 each. 15 games each computer. Tel 0684 566135. Anthony

JAPANESE MEGADrive and 4 games. Budokan, Eswat, Curse and Mickey Mouse. Super condition. Tel 0342 327533 worth £200. Sell for £190 99

MEGADrive jypad, joystick, game, 2 months old, boxed and in mint condition. Will sell for £175 or will swap for a PC Engine GT with a game or a Super Famicom. Phone Anthony 0772 861519
ATARI 520ST with joystick and £150 of inc. Speedball II, Kick Off II, 6 months old. Only £200 Tel 031 986 5171 not weekends

JAPANESE MEGADrive with 1 jypad and 5 games. Hellfire, Dick Tracy, Ghoul's n Ghosts etc. Sell for £200. Please call after 5pm 0277 625129

MASTER SYSTEM PLUS 14 games including Mickey Mouse, Rastan, P. Fox + Wonderboy + 1 Jypad + 1 joystick + 1 light gun. Brilliant condition worth over £350. Sell for £220. No swaps. Also Spectrum games (120) £80. 031 336 2572

SEGA MASTER SYSTEM for sale. Including 2 control pads and control stick plus light gun, 6 games including California Games and Wonderboy III. Worth £205. Sell for £100 o.n.o. Phone Graeme after 5pm. 0342 311226

NINTENDO NES 2 control pads including Double Dragon, Urban Champion, Zelda II, Bubble Bobble, Kung Fu, Soccer, Exotikabe, Super Mario Bros. Sell for £150. Tel Maidstone 0622 673399

219. Tel Sam. Will swap
MEGADrive Games for sale inc. loads of top titles such as Mickey Mouse, J. Madden, Eswat, Sonic the Hedgehog, PGA Golf, and more. Prices from just 10p. For massive list send SAE to Andy (GAMES), 55 Welwyndale Rd, Sutton Coldfield, West Midlands B72 1AN

MART

FOR SALE Atari Lynx + 2 adaptors. Also carry case and 2 games. Worth £170. Will sell for £90 one. Or swap for a Sega Master System + Wonderboy III and Mickey Mouse. Ring 0872 76595

SPECTRUM 128K + 2 Kempston joystick with adaptor, magnus light gun with 11 games. Also 95 games. Excellent condition. Will sell separately. Games include Dragon Ninja, Robocop II, Double Dragon II, Shadow Warriors, Afterburner, Chase HQ, Super Wonderboy, Robocop, Operation Wolf, Ghosts n Goblins and Rambo III. Bargain at £200. Tel 0685 87514

MEGADrive perfect condition + 3 games. Still boxed. Worth over £300. Sell for £150. Manchester area. Ring 061 748 0631

ATARI LYNX Brand new with Gauntlet II and California Games. PSU, leads, instructions, still boxed. Perfect condition. £85. Phone Mat 0536 762477

COMMODORE C64 disk drive 1541 II, television, tape deck, joystick, 48 games, 28 on disk, 17 Zzap magazines. Excellent condition. All boxed 1 year old. Worth £750. Sell for £250 or can sell separately. Phone Jason after 4pm on 0532 604313 (Leeds)

C64 and 1541 disk drive, 2 joysticks, loads of software on disk and cassette and cart worth £300 sell for £250. Ace condition. P.S. will also swap for unwanted Famicom (Pal). Ring after 12 noon weekdays. Phone 081 653 0904 and ask for Glenn

NINTENDO for sale with £400 worth of software, 2 joysticks and all leads etc. Total to arrange price. Tel 0333 26934

WFF Sega Master System with light Phaser and 4 games including Golden Axe. £130. Ring Chris Hack after 5pm on 081 953 7120

WWF MERCHANDISE toys, t-shirts and mags for £3 up. Hitman franchises, Heart Foundation T-shirt, videos. All cheap. Also Speccy games for sale. Phone 788213 (Stock area)

MASTER SYSTEM PLUS boxed with RFU and 6 games including R-Type. £110 one. Phone 0602 270462 ask for David

GAMEBOY Games Kurik, Balloon Kid and Tetris £15 each. Call Daniel on 081 349 1175 after 5pm. Not on Saturday

FOR SALE Sega Master System comes with both control pads, rapid fire unit, £120 worth of games with both Wonderboys, Battle Outrun, Thunderblade. Still boxed. Sell for £135 one. Phone Martyn on 0376 571027 after 6pm please

LYNX with California Games, Klax, Slime World, Comix power pack. Cost £180. Sell for £70 one. Will not sell the games separate. Phone Craig on 0394 385138. Also PC Engine CD Rom wanted. Will pay up to £250

GAME GEAR with 2 games. 1 month old. Megadrive with 10 games + power stick and joystick and light stick. 5 months old. Sell for £450 the lot. Sob! sob! sob! Call Mike on 0483 574212

MASTER SYSTEM for sale with rapid fire, gun and 12 games including Outrun, Golden Axe, Operation Wolf, Double Dragon, Black Belt, Spy vs Spy, Hang On, Snail Trail, Combo cart (3 games), Gangster Town. £120. Phone Contact Steven on 0455 615488

PAL SEGA MEGADRIVE joystick, PSU with 4 games. Still boxed, used only a few times. £170 (Megadrive and games) or £200 with Spectrum and 35 games. Ring Ben on 071 708 5304. Sunday to Thursday after 4pm

SPECTRUM over 40 games, light phaser joystick. £60 or swap for 2 Megadrive games. Contact Karim on 081 903 5140

SEGA MASTER SYSTEM Games Outrun and Thunderblade for £10 and Rambo III with light gun for £15. Will not separate. Phone 0702 520 962

SEGA MASTER SYSTEM + 2 joysticks and 8 games including Shinobi, Golden Axe, Wonderboy III, Psycho Fox, Dynamite Duo, Double Hawk, American Pro Football, World Soccer. Worth £290. Sell for £150. If interested contact Mark from 9am-9pm on Chelmsford 0245 413473

NINTENDO GAMES for sale. Mega Man, Batman, Link, SMB1 and Trojan £25 each + free joystick with Trojan and Link. Phone 0902 891044

SEGA MASTER SYSTEM light phaser, 4 joysticks, 2 Quiz Masters with built in auto fire and over £750 worth of games including Outrun, Wonderboy II & 3, Mickey Mouse. Will sell for £375 or nearest offer. If interested phone Dan on 081 864 5303

AMSTRAD GX4000 with 2 joypads and Burning Rubber cart. Unwanted gift. In mint condition. In original package £60 one. Tel 081 459 6209

SEGA MASTER SYSTEM with light phaser and 4 games. Columns, World Soccer, Wonderboy II and Alex Kidd. Worth £200. Will sell for £140 one. Contact Paul on 0706 814498 weekdays only 5-6.30pm. Games boxed with instructions

SEGA MASTER SYSTEM with 21 games including Wonderboy III, Moonwalker, R-Type, Psycho Fox, Battle Outrun, Basketball, Nightmare, Italia 90, 2 joypads, 2 rapid fire units. £200. Phone Paul on 021 704 1166

MEGADRIVE GAMES for sale or part exchange. Phone 0403 618995 and view weekends

OVER 40 VHS CASSETTES call Simon Brown on 0705 750483 or write to 82 Highland Rd, Portsmouth, Hants PO4 9NF for list

SUPER FLYNIX Megadrive, Lynx, Gameboy, Nintendo, Game Gear, Master System and PC Engine titles for sale. Call Simon on 0205 750483

SEGA MEGADRIVE GAMES for sale or swap. Budokan £22, Ghosts n Ghosts £21, Wrestle Fists £24, Moonwalker £20, Dirty Drap £20, Italia 90 £20 or swap for games like James Pond, Wrestle Wars, Call Arnan on 081 568 7611 please

BARGAIN NES for sale with 8 games including SM 1 + 2, Snake Rattle n Roll, Bionic Commando, Punch Out, Gauntlet II, Super Off Road and Link. Will sell for £200 one. Phone Simon on 0895 637244

ATARI LYNX includes 2 games, AC adaptor, Comixity. Worth £150. Will sell for £115 one. Tel Matt on 0423 358848 (York)

SUPER FAMICOM SCART with 8 class games. Mario, Act Raiser, F-Zero, Pilot Wings, Gradius, Big Run, R-Type, Final Fight. £450. Megadrive compatible with anything, 8-in-1 convertor, 11 games. Free delivery with and of the above. Tel 0472 350548

FAMICOM SCART + 7 games inc Super Mario 4, Big Run, Ultra Man, Gradius III + more. All this for only £420. Also Famicom + 2 carts £260. Full size (£100 Jackpot) Fruit Machine £180. Phone 081 694309. Ask for Peter Foster

FOR SALE Sega Master System Plus with 5 games including Great Football, Rocky, Afterburner, World Soccer, World Grand Prix. Also quickshot controller. All boxed. All for £140 phone 0262 488 972 after 6pm

MASTER SYSTEM 9 games, joystick + Gameboy (Unboxed) with 3 games and Atari 2600 with 7 games and Joystick. Sell all for £385. Call 0323 506624 after 4pm

NEC Superwriter printer with hopper feed. Excellent quality print plus extra thimbles £175. Phone 0707 274424

BARGAIN Megadrive + 7 games including Populous, Cyberball swap for Atari 520STE or sell for £300 (worth £460 +). Phone 0732 661783

FOR SALE Sega Master System games. Indy III, Wonderboy II, Impossible Mission, Italia plus much more £1 each. Tel Ramie on 277 5158

ATARI 130XE computer, 1050 disc drive with Hyper Enchantment 101 cassette unit, joystick, over 200 discs in boxes, over 100 magazine, books and instructions. The works. Will separate. £300 the lot. Phone Stuart on Ipswich 0473 690088 after 6pm

NINTENDO NES Action set, zapper, 2 control joysticks, 13 games, less than a year old. Will sell for £400 or swap for £250 one. Phone 0494 771527. Ask for Richard after 7pm (Chesham Bucks)

GAMEBOY for sale, 2 batteries, connecting lead and 5 excellent games. £105 bargain! Phone 07693 239 mint condition. Will swap for Game Gear

SEGA MASTER SYSTEM for sale, 2 joysticks, light phaser, 17 good games including World Soccer, Golden Axe and Rastan. Cost £250. Sell for £350 or nearest offer. Buyer collects. Phone 0985 217687. Bargain of the month

SEGA 500 as new boxed, roughly 80 games, external disk, 1/2 meg expansion, disk box, 2 joysticks, Hi-Fi head V1 3. Only £450 bargain. Tel 046 07129

NINTENDO NES Batman, Bubble Bobble, Snake Rattle n Roll, TMNT, Blades of Steel, Skate or Die. £160. Tel 0202 779832 (Northolt)

FOR SALE Commodore 64 £100 worth of games, books and 2 joysticks. Excellent £130 one. Phone Leeds 0532 48966 after 6pm

LYNX GAMES Big Lightning £16, Electropac £14 (no instructions), phone 081 871 9398. Gamea games 3D require glasses) various £7 each

GAMES FOR SALE Games for Megadrive from £27.99. Game Gear from £19.99. Sega games from £4.99. Gameboy from £19.99. Lynx from £14.99. NES from £19.99. For more information please write to Jon Hawkins 12 Stoke Padstock Road, Stoke Bishop, Bristol BS9 2DJ

GAMEBOY CARRY ALL case as new complete with box £10. Buyer collects. Tel Paul after 5.30pm (Holey, Surrey) 0293 773781

SEGA MASTER SYSTEM light gun, 3D glasses, 13 games including Ghosts n Ghosts, Mickey Mouse, Wonderboy II and III, Ultima IV, Y's, Psycho Fox. Bargain at £150. Tel Graeme on 0524 418809 after 5pm

SCART SEGA MEGADRIVE 8 great games including Sonic the Hedgehog, 7 months old. Super condition good for the price. £440. Sell for £230 or will swap for Scart Super Famicom plus 1 game. Tel 0252 622562

FOR SALE Sega Master System games. Buy 3 games and get 1 free, buy 2 shooting games and get a free light gun. £10 each. Call Alex on 0602 765783

FAMICOM PAL boxed as new, 8 months guarantee. Includes Super Mario and Final Fight, joypads etc. Need a Neo-Geo. Call Forthly Liverpool 72435

ATARI £20ST with IBM disc drive adn software. Sell for £200 one. Tel 647 6532 and ask for Steve

MEGADRIVE Official UK version. Only 2 weeks old with Python 3 joystick, jaypad, Japanese games converter, Revenge of Shinobi, Ghosts n Ghosts, Altered Beast, Eswat and Sega hints n tips book! Fully guaranteed and only used twice. £200 with excellent phone Matt on 0536 762477

AMIGA GAMES SWIV, Midwinter, 1950, Xenon II, Rocket Ranger, Stunt Car, Revenge of Shinobi, Operation Thunderbolt, Operation Wolf, Strider, Chase HQ, Torvak, Batman, Ninja Warriors. No games above £20. All good condition or will swap for excellent Gameboy. Phone 0536 762477

FOR SALE PC Engine, 5 top games, jaypad, PC Kid, and Moto Racer to name a few, 3 joypads, 1 joystick and 5 player adaptor. Will sell for £400 one. Phone Dave after 4pm on 081 660 5422

SEGA MASTER SYSTEM pad controllers, light gun. Built in games and phone. £65 one. Phone 081 304 7413

TENNESSE MUTANT HERO TURTLES will sell for £20 or swap for SMB 1. Tel Scott or 081 304 7413

SEGA GAMES 3D Sega games £8 each, Lynx Biga Lightning £16, Electropac (No instructions) £14. Phone 081 871 9398

SEGA MEGADRIVE (PAL) arcade stick and joystick with James Pond, Ghosts n Ghosts, all require glasses) various £7. Reverse of Shinobi, Altered Beast, Forgotten Worlds, Golden Axe. Cost £455.

Accept £350 one. Bought less than 4 months. Phone 0247 450350 after 6pm

NES 2 joysticks, zapper, R.O.B. and 10 games. Ring David after 6pm on 0572 85214 and name your price

MEGADRIVE used games for sale. John Maddens Football £2, Ghosts n Ghosts £25, Lovers of Shinobi £10 and Japanese games for sale. Japanese £10. Wanted Sword of Vermilion, Strider, Lakers Vs Celtics, Batman, PG 300k, Space Invaders 91. Phone 0792 584346

GAMEBOY for sale. Boxed, perfect condition with Super Mario Land for £50. Can be tested before sold. Also some Sega Megadrive games including Super Airwolf, Revenge of Shinobi, Phoenix, Wrestle War. Phone after 6pm. Might swap for other games. Phone 081 581 0991

WANTED

WANTED Gameboy or Atari Lynx with game(s). Good condition only. Pay £35 only. Phone 051 605 0410 Evenings

PC ENGINE GAME Splatterhouse, Nintendo (NES) game Mario Bros I. Top prices paid. Phone Alan 0883 723122.

GAMEBOY urgently wanted. With or without game. Good condition please. Phone Philip on 081 869 1278. Subbuteo football game. Full range of extras. Still boxed and priced. Excellent condition New 195 accept £50. Phone Philip 081 869 1278.

I DESPERATELY WANT to swap Megadrive Super Thunderblade for either Alterburner II or John Maddens Football or Super Monaco GP. Tel 0768 881 392.

REVENGE OF SHINOBI and Shadow Dancer for Megadrive, must be in reasonable condition. Pay £18 each. Tel: 0274 634753. **MEGA DRIVE GAMES** PGA Golf will pay £19 also Lynx Slime World, Shanghai, Xenophobe will pay £11 also 8-bit MD convert will pay £15 phone Stefan 061 766 8362.

SUPER FAMICOM. Megadrive, PC Engine. (Especially R-Type 2), Game Gear, Gameboy, Nintendo, Lynx and Master System games wanted. Also PC Engine GT, jopyads/joysticks for the above. Call Simon Brown at 0705 750483 or write to 82 Highland Rd. Portsmouth, Hants PO4 9NF. **VECTREX** equipment wanted. Will buy control panels, games and the machine. Very good prices paid. Call Simon at 0705 750483.

MEGA DRIVE GAMES wanted especially Blackout, Sword or Vermilion, Herzog Zwei, Rainbow Islands, Arnolds Palmers Golf, Kings Bounty and Shining and Darkness. Also wanted jopyads/joysticks. Call Simon Brown at 0705 750483, or write to 82 Highland Rd. Portsmouth, Hants PO4 9NF.

JAPANESE CONSOLE magazines PC Engine fan, We Kan, Marukatsu, October 1990, March 1991. PC Engine fan, Marukatsu May 1991, Japanese language PC Engine CD-ROM games last Amakend, Norico, Mitsubachi Gakuen, etc. Very good price paid. John Ray 18 Thorncliffe Drive, Borden, Burn, Newcastle-on-Tyne NE15 7AQ.

PC ENGINE CARTS wanted will pay up to £10 per cart. Send any carts to: 10 Croftfield Avenue, Purley, Surrey CR8 4BT. Payment sent same day I get cart (by first class) or I send back by first class same day.

OFFICIAL GAMEBOY wanted urgently, good condition, must have leads. Tetriss and another game, will pay £50 (Leeds area) 0924 407176.

ATARI LYNX Games wanted like Soccer, Slime World, Road Racers, Warbirds, Gauntlet, Rampage. Xenophobe after 4pm 021 476 7691 sensible prices please.

WANTED NES cartridges World Wrestling and Super Off Road will pay max £17. Phone 081 850 6101 after 5pm ask Daniel.

WANTED issues 1-4 of Mean Machines will pay £3 each. Phone Simon 0276 29996 after 5pm.

WANTED UK Megadrive a jopyad and game will pay £150 sterling upon receiving, will send cheque same day, send name and address to Raymond Devitt 67 Wolfe Tote Sq, West Bray, Co. Wicklow, Eire.

WANTED for Megadrive Rainbow Islands will pay £20 or swap for Space Harrier II. Phone Michael 0268 692978. **Wanted** Megadrive games, English and Japanese. See list to Mark Tyack 19 Browne Rd, Fulwell, Sunderland SR6 9HQ.

URGENTLY WANTED Mario III converted to work on an English NES. Good prices offered. Tel Ian on 0332 383629.

SUPER FAMICOM Megadrive, Gameboy, Lynx, Game Gear, Nintendo, Master System and PC Engine games, machines and peripherals. Call Simon at 0705 750483.

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SWAP Gameboy + 6 games + Sega Master System + 10 games for Megadrive + 6 games. (Preferably British). Phone 081 867 7696. Megadrive + Gameboy stuff wanted.

I WILL SWAP Fxandru and Robocop for a Gameboy with Tetris or will sell games separately for £25. Tel: 0501 20096.

I WILL SWAP Golden Axe for Jungle Fighter or Kenseiden. Altered Beast for Chase HQ, Rastan (No instructions), World Soccer for Battle Outrun or Vigilante or Lord of Sword (No instructions). 0268 761738 ask for Simon.

I WILL SWAP my seven Megadrive with broken games for a Super Famicom or 2 games. (No instructions). 0268 463982. Megadrive in great condition. 6 months warranty still left.

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I WILL SWAP Castlevania for Zelda Link, Batman, Duck Tales, Kid Icarus, Festers Quest or Mega Man. Phone 081 530 6523.

I WILL SWAP John Maddens American Football for Mickey Mouse or Sonic the Hedgehog. Phone 0932 247834 ask for Joe.

SWAP Gameboy Mario Land or Nemesis or Solar Striker for Japanese/American version or Mickey Mouse. Call 0484 684474.

SWAP Megadrive games (English versions only). Ive got S M Grand Prix, John Maddens Football, Altered Beast, Strider, Forgotten Worlds, Ghosts n Ghosts. Would like Rainbow Islands, Alex Kidd, Wonderboy III. Phone Chris 0267 232066 after 4.30pm. Future exchanges possible.

WANT TO SWAP my Strider, Mickey Mouse, Shinobi, Moonwalker or J.M. Football for any decent games. Phone 051 546 2414. Ask for Ian.

I WILL SWAP my Super Monaco GP, Populous, Budokan, Golden Axe, Mickey Mouse or Moonwalker for your PGA Tour Golf, Strider or Ringside Angel.

Will accept either British or Japanese cart. Phone 0742 454513 and ask for Duncan.

SWAP UK Mickey Mouse, Moonwalker, Revenge of Shinobi, Super Real Baseball for any decent games. Call Chris after 5pm 0932 780027.

MEGA DRIVE I will swap Altered Beast and Alex Kidd Enchanted Castle for Magical Flying Hat Turbo Adventure and Strider or John Madden Football and Shadow Racer. Contact Bryan on 729 4332 after 4pm weekdays and after 5pm weekends.

I WOULD LIKE to swap my Mario II for your Duck Tales. Ring Rev now on 091 454 3535. English carts only.

MEGA DRIVE GAMES to swap. Budokan, Ghostbusters, for any good Megadrive games. Phone 0884 32462. Ask for Joel.

SWAP my Crackdown for either Thunderforce III, Flying Shark, Fire Shark. Tel: Birmingham 784 8361 after 6pm and ask for Darren.

SEGA MASTER SYSTEM 7 games including Golden Axe, Rastan, Cloud Master, R-Type, Galaxy Force, Hang On and built in Maze game. One controller. Will swap for Game Gear with 3 games or Megadrive with 3 games. Phone Richard on 0264 791238.

NINTENDO State of the Art, Light Gun (Zapper) £27.99 (unused) will swap for two used Nintendo games. Tel: Ben 071 485 1772.

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MEGADRIVE SWAPS Wonderboy III, Last Battle, Ghostbusters (Jap), Altered Beast. Would like Ghouls n Ghosts, Wrestle War, Strider. Phone Ian on 0572 543865.

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ATTENTION all Megadrive owners. Cartridges for sale and exchange from as little as £10.99 and exchange from £3. 0506 31043.

HELP! Does anyone know of any clubs (mail order) where I can get games for Nintendo NES or has anyone got any cheap games for sale. Please help soon. All mail: James Edwardson 9 Queens Gate Mews, Billericay, Essex CM12 0XL.

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PREVIEW

MEGADRIVE



MEAN MACHINES 100

The meanest, moodiest and greasiest, long-haired, leather-clad bikers of the world take part in one of the most violent sports ever devised by man. The sport in question is Road Rash, a high-speed overland motorcycle race where the aim is to beat the other contestants to the finishing line - at any cost!

This is generally an excuse to pick up a sizeable cudgel and beat up anyone who gets in the way whilst riding a high-power motorcycle along the freeways. Hazards include other contestants, the police and ordinary civvies driving along in their four-wheeled automobiles. Watch out too for bushes, walls and trees along the side of the road. Contact with these types of obstacles at high speed tends to hurt both you and the bike.

Finishing the race at a respectable position endows your rider with cash, which is spent on repairing your bike, or even buying a new one!

MOTORCYCLE NINJA COMBAT



Life is hard when you're a psychotic motorbike rider, so a good knowledge of the martial arts can come in handy. Depending on the position of the control pad, the attack button produces very different results including kicks, punches and head butts!

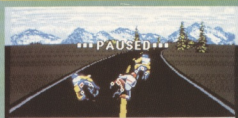


▲ A flat in the opposition's face more than does the trick!



MUSIC FOR THE OCCASION

Like the majority of Electronic Arts Megadrive games, Road Rash has super music programmed by veteran musician Rob Hubbard. For Road Rash, Rob's come up with a stirring metal tune for every single level, along with a totally brilliant title tune!

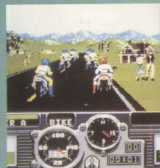




BIKING SHOP-O-RAMA



At the end of every race, the player has the opportunity to cash in his winnings for a superior bike. According to EA, the programmers are big biking fans, and each bike in the game is very, very familiar to a real life high-speed motorcycle!



BY: EA

PRICE: £39.99

RELEASE DATE:

GAME DIFFICULTY: MEDIUM

LIVES: 1

CONTINUES: 0

SKILL LEVELS: TBA

RESPONSIVENESS: SPEEDY



WE PREVIEW

NINTENDO



MEAN MACHINES 102

TOP GUN

THE SECOND MISSION

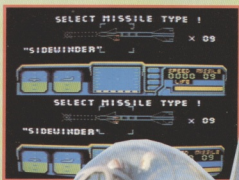
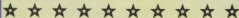
Maverick's back with his F-14 Tomcat, ready to unleash missile and cannon death on any pesky Russians that dare invade his airspace! There's little in the way of scenario, suffice to say that the enemy have massed a huge fleet consisting of Marauder tanks, Black Jack bombers, Red Tide attack subs, Fire Storm fighters, Hind death choppers, and even the Star Wars Space Shuttle! Only Maverick and his super-powered F-14 stand in the way of global domination.

The action is displayed in first person 3D perspective, straight from the cockpit of Maverick's Tomcat. Enemy fighters scream by at an alarming pace and the player has to generally blast away at everything that enters the F-14's cross hairs.



MISSILES AWAY!

The F-14 is armed with two types of weapon. The Vulcan cannon comes in handy for taking out enemy planes at close range, whilst missiles are the business for doing away with targets from far off. Three different types of missiles are available, namely the Phoenix, Sparrow and Sidewinder. These vary in effectiveness, but you tend to get more of the less effective missiles.



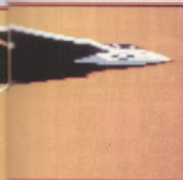
MAVERICK MALARKY

As anyone who has seen the movie will appreciate, Maverick is a bit tasty when it comes to flying F-14s. This vaguely manifests itself in the game, as the player is capable of pulling off some pretty spectacular aerial moves, including loop-the-loops and "rolling-the-dice" (barrel rolls in other words).



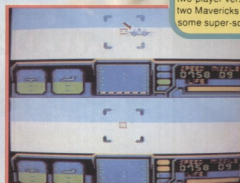


▲ Maverick streaks to victory.

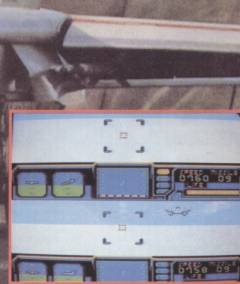


▲ The first air-duel combatant.

▼ Two-player action as Maverick locks on to his opponent!



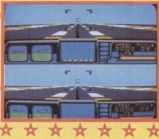
▼ Flying across the oceans.



▲ Lock on! Lock on!

TOP GUN VERSUS TOP GUN

There are three different modes of play in Top Gun 2. The first is just a number of specific sorties behind enemy lines taking out specific targets. One-player versus mode shoots Maverick off into the skies where a number of the enemy's top flying aces are waiting for some airborne jousting with the US Top Gun. The last option is the two-player versus mode, where two Mavericks take to the skies for some super-sonic duelling antics.



PLAY SELECT
*1P GAME 1P US GAME
*2P US GAME MODE

BY: KONAMI
PRICE: £TBA

RELEASE DATE: TBA
GAME DIFFICULTY: MEDIUM
LIVES: 1
CONTINUES: 0
SKILL LEVELS: 1
RESPONSIVENESS: OKAY



YOB'S

GLORIOUS

GOSSIP

SONIC READS MEAN MACHINES

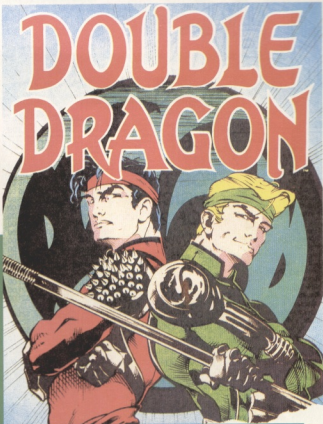
It's true! Sonic the Hedgehog reads MEAN MACHINES - as you can see from the picture taken at the recent CES Show in Chicago!

However, if you're over three years old, you'll realise that in fact this picture is a sad sham. Sonic the Hedgehog is merely a computer character, and in fact, the MEAN MACHINES magazine in the picture is being molested by a sad, perverted person who likes to dress up in shiny blue tights and stick large amounts of white foam around his belly...



DOUBLE DRAGON COMIC DELIGHTS

Browsing through a recent Marvel comic, I noticed an advert for a forthcoming Double Dragon comic, which features the exploits of battlin' Billy and Jimmy as they do in large amounts of thugs and fight for truth, justice, freedom and a bit of fun.



PRICE SLASH

After laughably teeeble sales performances this Christmas, high street shops are desperately trying to offload their large excess stocks of Amstrad and Commodore consoles. Prices as low as £29.99 for the Commodore 64GS and a piffing £19.99 for the doomed Amstrad GX4000 have been spotted - but is it worth buying one of these machines? Well, although they're cheap, software support is non-existent, and you'll be lucky to find more than a few games for the machines - nobody is making any new games, and once existing stocks have gone, you won't be able to get any more. You'd be better off buying a Betamax video...


DEMO DELIGHTS

Hee, ho, ha! Top player Mr Paul Glancey of C+VG caused us a few laughs when he loaded and began to play a new Amiga racing game, Vroom. After completing two laps, the car crashed, and he started again. It was then, and only then that he realised that the "game" was in fact a rolling demo which he had no control over! "I thought that it wasn't responding very well to my frantic joystick wiggles" quoth the slightly embarrassed Deputy Editor as he was laughed out of the games room...

JAZZA'S ORIGINS

While looking through a load of old CVG magazines, eagle-eyed Ben Britton of Bishopstone discovered pictures of a very young Jaz Rignall, taken after he had won his very first UK Arcade Championships. Sporting a Mum's special pudding basin haircut (Oi, I forgot to take my hair mousse to London so I had enter the competition with flaccid and floppy hair - JR!), our Jaz beat off other top players to win himself a Galaga coin-op!





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FROM

SEGA SPIDER-MAN

OUT NOW!

24 HOURS-AND NEW YORK IS HISTORY!

SPIDER-MAN HAS BEEN FRAMED BY HIS ARCH ENEMY KINGPIN. IN TWENTY FOUR HOURS NEW YORK WILL BE A SMOULDERING RADIOACTIVE WASTELAND.....



LIFE WEB \$20 TIME 23:54

BELIEVING THAT SPIDEY HAS PLANTED THE BOMB, THE WHOLE OF NEW YORK IS AFTER HIM. TO CLEAR HIS NAME AND SAVE THE CITY THE MASKED WEB SLINGER MUST DEFEAT THE EVIL SCHEMES OF WILSON FISK 'THE KINGPIN' AND GOING OF HIS TOUGHEST ADVERSARIES IN THE FORM OF DR. OCTOPUS, ELECTRO AND THE LIZARD.....



LIFE WEB \$20 TIME 23:52

WITH THE HELP OF DR. STRANGE- THE SORCERER SUPREME, SPIDER-MAN MUST TACKLE 6 LEVELS, FROM SKYSCRAPERS TO SEWERS- DESTROY NUMEROUS BAD GUYS AND COLLECT 5 KEYS TO SAVE THE CITY- **THE CLOCK IS TICKING!**



SEGA